



Create furries for every situation and storyline. Let your imagination roam wild as you amaze your colleagues and friends with fierce and funny fantasy characters. Five professional Japanese manga experts show you how to draw the following:

- Head and body structures with special attention to the shapes of skulls, faces, limbs and talls
- Powerful perspectives from muzzle to rump to flipper tip to claws
- Many exotic characters including cats, dogs, wolves, foxes, goats, birds, whales, sharks, crocodiles and dragons



The Complete Guide to Anthropomorphic Fantasy Characters

> Hitsujirobo Madakan Muraki Yagiyama Yow



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Contents

Welcome, Furry Fansi 3 How to Use This Book 4

Furry Foundations

What Are Furries Exactly? 6
World-Building 8
"Beastify" Your Characters: Step by Step 10
Human-Animal Hybrids 12
Human vs Animal Bone Structure 13
Structure of Heads and Skulis 14
Structure of Legs and Joints 15
Basics of the Eyes 16
A Furries Matrix 18
Unique Skeletal Structures 19

Furries on Land

Canine-Based Furries: The German Shepherd 22
Shiba Inu Dog 34
Golden Retriever 35
Wolf 36
Fox 38
Feline-Based Furries 40
Siamese Cat 52
British Shorthair 53
Tiger 54
Lion 56
Furries with Hooves: Bighorn Sheep 58
Goat 70
Mountain Goat 71
Sheep 72
Cow 74



Feathered Furries and Flying Beasts

How to Draw Bird Furries 78
Bald Eagle 78
Hawk 90
Owl 91
Parakeet 92
Crow 94
Fearsome Dragon Furries 96
Japanese Dragon 108
Wyvern 109
Beast Dragon 110
Lizardman 112

Finned Furries and Sea Creatures

Marine-Based Furries: Killer Whale 116
Dolphin 128
Whale 129
Shark 130
Crocodile 132

Furry Fine Points: Telling Your Characters Apart

Comparison of Actual Heights 136 Limbs and Appendages 138 Comparing Tails 139 How to Draw It 140 Steps to the Cover Illustration 142

Illustrators' Profiles 143



Welcome, Furry Fans!

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Furries in the Spotlight

First off, thanks so much for picking up this book.

From the time of the ancient myths, legends of creatures that were half-human and half-beast have existed, from garada and bastet to werewolves and minotaurs, only recently making their appearance as monsters in the world of games and manga, in fantasy and adventure tales set in other worlds, the flourishing animal anime scene has spurred the rise of a new type of mythical beast, slightly different from the traditional "monsters" of the past and who form their own genre; furries. They play a range of characters, from villain to sidekick to leading roles. Here we'll show you how to bring these compelling hybrids to life on the page or screen.

What's Inside

In this book, six categories of furries, including dog furries and cat furries are presented, starting with their physical structure and how to draw them. Counting subspecies and close relatives, there are 30 species of furries in total.

Furries of course are creatures that don't exist in reality. However, their foundations, their essential components, the elements that comprise them—humans and animals—do. We'll show you the tricks to drawing furries by introducing the physical characteristics and structures of the creatures

that form each furry's foundations and explaining how to use the human figure as the base for combining them.

Apart from analyzing their bone structure, in order to explain the physical makeup of furries, we'll also look at how to draw their faces from the very first steps of blocking-in to the last whisker or tuft of fair. We'll also examine whether the creature is closer to being human or animal by looking at each body part—especially the limbs—in turn. The furry's appearance from various angles, capturing and expressing emotion and general tips for bringing your characters memorably to life are also covered. Whether you're a beginner just starting to draw furries or are more advanced and want to extend your range, this is the book for you!

Furries as Alternative Species

Furries can be reasonably seen as being a species separate from our own. However, just because humans and animals are different species doesn't mean that everything about them is different. Humans and animals have many similar features—skulls, ribs and toes, to name a few—that share basically the same construction. What do humans and animals have in common, and what's different about us? As you make your way through this book, consider your characters and your hybrid creations from the viewpoint of similarities and differences. They'll come all the more into focus for it.



flustration: Yagiyama

How to Use This Book

Imagination and Individual Teste

We'll show you the basics and you'll take it from there, adding unique and individual touches to your furry as you build it from the tail or paw up. In contrast to four-legged animals whose head and neck sections are not clearly divided, humans' heads are clearly distinct from their bodies. For this reason, our necks are a unique, extremely stender shape, a characteristic also seen in primates. Depending on whether or not this feature is incorporated on a furry determines whether its composition takes on a comical or

realistic touch. It's details like these that will guide your characters as they come into focus. It's more than just fur, feather and scales.

Furties and anthropomorphic characters can be portrayed either comically or realistically. The two types have, in essence, the same bone structure and look, with only slight differences, very similar. You choose the direction you want to pursue!

Cat's face with a comical touch



Goat's face with a realistic touch



Design Hints

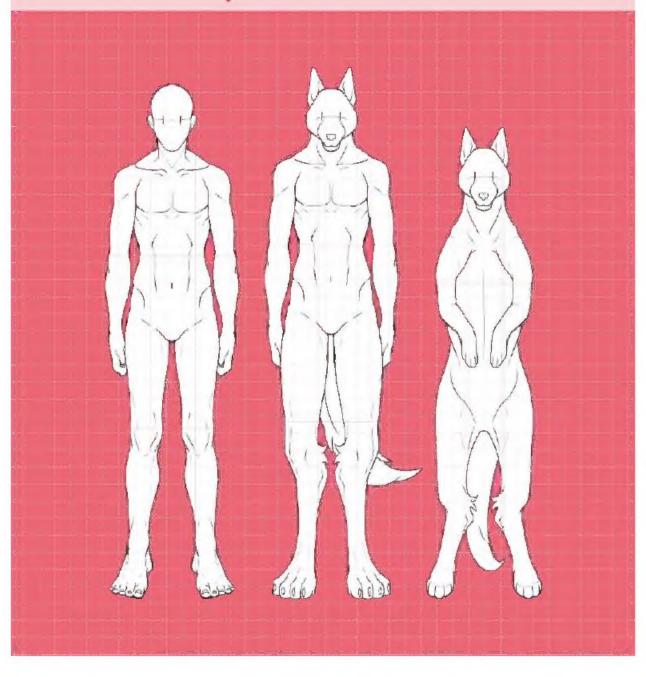
Here's the most important "rule" to remember: Furries don't exist in reality so there's no clear, correct way to depict them. However, as they're a combination of the very real human and animal realms, a set of guidelines exists even if there's no single way of applying them.

There's no one way to draw a furry, but convincing illustrations are easier to create if you focus on the basics: the skeleton and internal structure. So we've provided you with the essentials, the building blocks, the foundation or framework that will give rise to your wild or wooly human-animal hybrid. The rest is up to you and wherever your imagination takes you.





Furry Foundations



What Are Furries Exactly?

What sort of creatures are furries? What are their characteristics and how should you create a base or template from which to draw them? Rather than designing them with no plan in mind, give a thought to the creature you're giving rise to.

Furry Facts

A furry fuses the human and nonhuman realms, tapping into the strengths and characteristics of each.

There are countless legends of such creatures, starting with the minotour of ancient Greece or the werewolves that rose from the tales of northern Europe. These days, we're familiar with furries through their appearances as monsters and other characters in fantasy anime, comics and animated films.

Often, they're characterized as having the head of an animal and body of a human, with the skin, tail and other features also taking on animal characteristics. The structural elements of the body may also have animal characteristics, such as limbs and wings. They may also be given animal-like traits that form aspects of their character, such as walking on all fours in everyday life.

In this book, we'll mainly cover furries that walk upright, with a focus on the head, limbs, wings and other extremities of their base skeletons.



Illustration, Yagiyama

Furries' Origins

Before thinking about the design of your furry, consider its backstory or origin first. Was it born as a furry, or did it transform into one later? The degree of animal-like transformation and the affected body parts after depending on the circumstances. Where did you furry come from and where is it going in the arc of your story? All important things to consider?

Villain

A species that has advanced to closely resemble beasts and humans

In the case of a villain, the characteristics of animals and humans are not acquired after birth, but rather the furry is born into the villain species. Think of it as developing so that its lifestyle as a beast and as a human intermingle. In this way, you can reflect the degree of development in your design by considering, for example, how its arms have developed or to what extent it has retained animal features in its feet.

Artificial Beast

A being engineered to combine human and animal traits

Genetic manipulation, magic, surgery. There are many ways of bringing about the transformations that result in a character combining different species. There's no limit to the number of creatures that can form the foundation. When combining multiple creatures, however, the degree of difficulty increases. Make sure your illustration is clearly defined.

Half-Blood

A hybrid born from the union of a beast and a human

A half-blood is a being born from the union of a beast (or a being with the appearance of one) and a human. It may also be the product of two different animal species. The focus is on which traits it has inherited from each of its parents. Because it's a highly fantastical form, this type of character affords more freedom in terms of how you design its inherited body parts.

Transformer

Having transformed from the original body to an oftered state

We know the scenario: a curse turns a man into a snarling moonstruck werewolf. Magic is often the means of bringing these changes about. Whether temporary or permanent, the parts that are aftered and the degree of transformation give you a chance to exercise artistic freedom. As in the case of a werewolf, be sure to really bring out the beast in your altered avatar.

Is It a Furry? What can be defined as a Furry?

What We Mean When We Say "Furry"

The established definition of the Japanese word for "beast," from which furry is derived, is that of "a creature covered in fur" and "a mammal that walks on four legs."

However, in this book, we work from the simple premise of a furry as being half-human, with the elements of a foundation animal comprising the other half. That other animal can be anything and need not have hair or be a quadruped. The animal, of course, doesn't even have to exist at all! The world of furries can accommodate anything your imagination can conjure.

Mammals

Classic furries

An existing species of animal that mostly bears live young that suckle. Most tame animals that live in close proximity to humans such as dogs and cats fit into this category. As many of the origin animals in this category are mammals, a significant number of internal structural body parts are similar.

Most species live on land, but their habitat also extends underground and into the water. Remember: Killer whales and delphins that live in the sea are also mammals. As they suckle their young, combining this species with female furries works well.





Reptiles

Bodies covered by smooth skin and scales

This group of animals including crocodiles, snakes and lizards has scales that protect its skin. Most batch from eggs and do not have any fur or feathers. Their outward appearance sets them apart from mammals, but like humans, they are vertebrates. In terms of their basic structure, their limbs, spine and ribs resemble that of humans. In recent years, Lizardman and other such furries have become popular in various fantasy formats.

Fantasy Creatures

Re-creating creatures that exist only in fantasy

Even mythical and fantasy creatures can be regarded as furries. Harpies and mermaids qualify. They exist as creatures in legends, while at the same time fulfilling the criteria to be identified as furries because they're half-human and half-creature. However, as we've limited the concept in this book to character with human bodies and animal-based heads, the fantasy creatures are limited to dragons only.



World Building

Before drawing furries, decide on the details of the world they will inhabit. Their forms may change significantly depending on the type of culture and lifestyle they lead in the world you're about to create.

Coexisting with Humans

Human culture vs. a culture that incorporates human characteristics

In the case of a world where humans and furries coexist and furries have entered into humans' daily lives, it's a lot of fun to consider the worldview. It's fine to think of furries as one of a race of humans, or conversely it might be interesting to think of a world where furries are the controlling or dominant presence and humans are in the minority.

It's easy to evoke the sense of a different world by having furnes appear and feature in human society. Even if the setting a regular contemporary society, featuring a furry among the characters allows the reader to recognize that it's not exactly a normal world.

Furries are well-suited to the realms of fantasy, and even without introducing a special c ement such as magic, the presence of furries distinguishes the setting from the recognizable and the everyday and expresses a sense of the extraordinary



Illustration: Yagiyama



illustration: Yagiyama

A World Made up Exclusively of Furries

Charm with a worldview all of your own

in this worldview, humans hardly appear at all, with furtles taking their place instead. The setting can be either a completely different world, or a world where furries have completely replaced humans.

In the type of world where furties simply replace humans in a story their lifestyle is practically the same as that of humans and they're historically no different from humans—it's just that the characters are all furries instead. In this case, even if their heads are those of animals, their bone structure will basically follow that of a human.

In situations with different or alternative worldviews, it's necessary to carefully construct your characters' reality and setting. For example, you might want to consider how have the furries developed, how does their physical structure differ from humans' in contemporary situations, dexterity is required to operate certain devices, such as a smartphone, so it becomes necessary to pay attention to the shape of the phone and other small objects. It's possible to overlook various details if you're focusing on the larger implications and real ties of the world you're creating, either way, as an in illustration in which humans don't appear it already contains a unique worldview.

Where Do They Live?

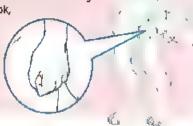
Imagining the parts that come from humans and the parts that come from animals

On land

Picturing a terrestrial lifestyle

For furries that five on land, it's possible to imagine them fiving cultured, contemporary lives if they're living an cities and leading lifestyles similar to humans, the trappings of urban existence can be factored into your world. Rather than retaining paws like the front feet of dogs and cats, five-fingered hands would make life much easier instead. When holding on to items or touching things, claws or large digits would present an inconvenience. So in this book, furries that live on land are designed to have hands similar to humans.

These characters also walk upright on two legs. In order to easily keep their balance, the joints are loosely angled. While the sections of paw that come into contact with the ground are small in real life, here they've been somewhat an arged



In the air

Make the wing membranes larger for gliding

Furries have similar torsos to humans, meaning that unlike light-bodied birds, their body structure and weight make a lifestyle floating gracefully through the air difficult. For a feathered furry, it is fine to make the wings decorative rather than having the function of flight, just scale them down to a smaller size. The wyvern (two-legged dragon) in the picture is derived from the concept of a flying dragon, its design is based on the premise that rather than having merely omamental wings, making the wing membranes larger distinguishes the character as able to glide and soar through the sky.

In the ocean

Assume that the creature lives both on land and in the ocean and allow parts to remain

Aquatic furries are designed with an amphibious lifestyle in mind. Their bone structure includes a pelvis specifically designed for life on land. Their fins are also based on human ankle joints and divided into two.

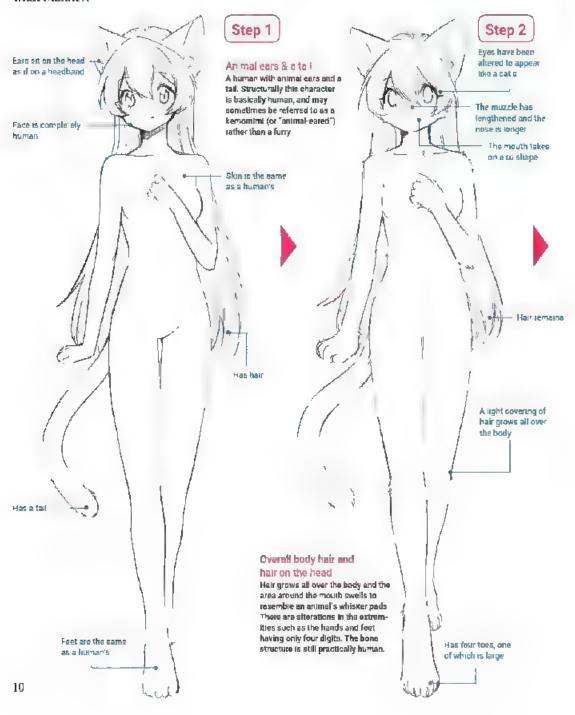
On the other hand, it's assumed that they will also live in water, so the gills are clearly defined along the neck and the dorsal fin is prominent as well.

The dorsal fin stabilizes swimming and prevents the furry from being swept away by the current, so if the character has not abandoned life in the water entirely. Include a dorsal fin in the design. For the same reason, other fins remain, essential for the realities of the amphibious life.



"Beastify" Your Characters: Step by Step

While furries is a catch-all term for this type of character, factors such as how animal-like they are and to what extent a creature can be called a Furry varies depending on who is drawing them. Here, the degree of "beastification" is divided into four steps to explain which parts change and in what manner.

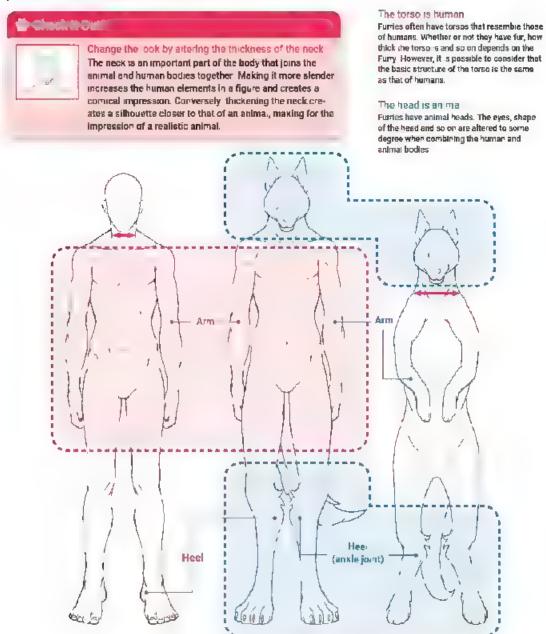


Treatment in this book

Hair is gone and the whole The furries easily recognized by the general body is covered in fur public are those in steps 3 4. Of the steps laid out below, this book will focus on the furries Ears are pronounced featured in Step 3, where the structure of extremand appear to grow out of the head Step 3 ities such as the head and limbs resembles the anima, they're modeled on. By introducing the characteristics highlighted in Step 3, Steps 1-3 will be explained to allow you to freely after your designs, depending on how much you want to "beastify" your characters. Eyes extend horizon-The whisker pada become tally and the while pronounced and a line area decreases forms from below the nose Anima heads & anima joints The head assumes almost entirely animalistic qualities. Hair on the head disappears, leaving only the body fur of a cat, and the figure is also more animal-like. The position of the beels rises to more closely resemble a cat's heel joints. Body fur lengthens Claws on the hands lengthen Fourlegs Step 4 The figure has the same appearance as a real animal. The hands become forelegs and the creature walks on all fours. As the bons structure is that of a quadruped, the neck thickens to support the head and doesn't taper se a furry's would. The whites of the eyes are barely Tapering at the visible neck disappears The heer is raised Heela become joints This part touches the ground

Human-Animal Hybrids

At a glance, furries appear to have complicated structures. However, in reality, they can easily be constructed by alternately combining parts of humans and animals. Here, we look at various points on how to combine them.



The feet are anima

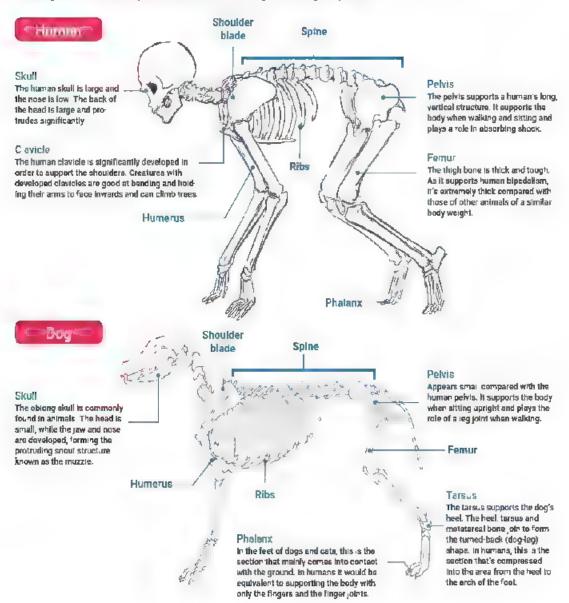
The furties introduced in this book have foot similar to animals, in the case of manimals, the heel is the ankle joint, existing as a joint in a different position from where it's rocated on humans.

Human vs Animal Bone Structure

Although humans appear to have a unique bone structure when walking upright, once on all fours it is clear that their structure is similar to that of a dog. Here, we'll explain the similarities between animals and humans.

Basic bone positions are the same

Let's compare humans and dogs, which are both mammals in the bone structure of humans, which have evolved from quadrupedal animals to bipedal animals, it's clear when looking at the leg bones and so on that humans have the same bones as dogs, which are quadrupedal animals. When humans are on all fours and supporting themselves only with their fingers and toes, their posture is the same as a dog or cat's regular posture.



Structure of Heads and Skulls

When trying to draw furries, the first wall that people hit is the muzzle (see Step 2 below). As the facial structure of animals is fundamentally different from that of humans, it can't be approached in the same way as a human's. Let's look first of all at the initial blocking in stage.

Blocking-in shape

A muzzle is attached to the basic form

Blocking-in: circle

n order to understand the shape of the face, first of all use a sphere for the blocking-in. Next, draw the horizontal line across the center that forms the positioning for the eyes and the median line that determines the center of the face. The circle in the lower half is the blocking-in area designated for the muzzle.



Blocking- n: muzzle

The muzzle is the part from the nose to the jawtine that pro-trudes to form the shout of an animal such as a dog or a cat. In contrast to humans' faces, which are nearly flat, animals' faces are more three-dimensional.



MeCheck It Outli

Blocking- nifor a human head

When blocking-in a human head, a long vertical oval shape is used. Be aware that when blocking-in an anima, a head, a sphere or long horizontal oval is used



One More Thing!

Cup and sphere

In order to gresp the threedimensional sense of the muzzle, image attaching a paper cup to your mouth.



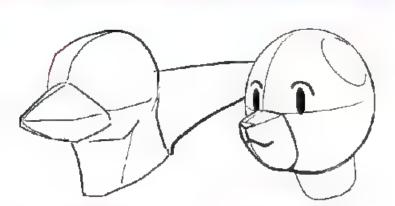
Differences in blocking in

Let's look at the various blocking in shapes for different creatures



Blocking in dog

This blocking in is for a basic dog face. The muzzle is long and extends down on a diagonal angle.



Blocking in: killer whale

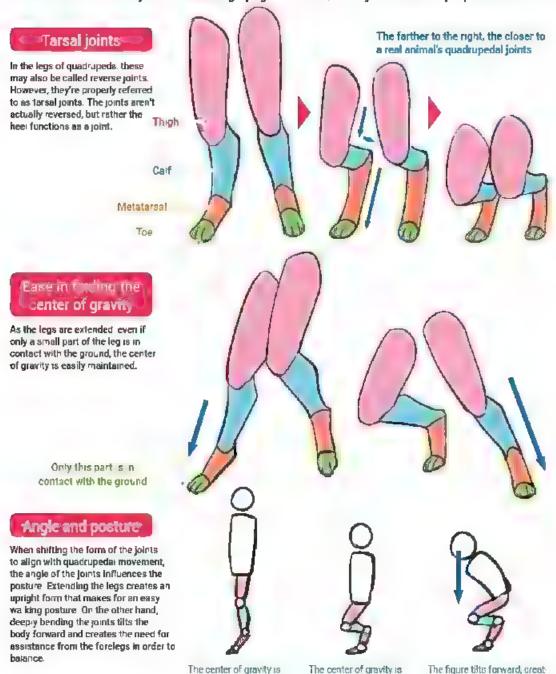
The blocking-in for the head is extended horizontally, and the muzzle protrudes like a beak.

Blocking n: cat

Aithough a cat's face is relatively flat, the muzzle protrudes from the nose to the jaw. While not to the same degree as that of a dog, the tip of the nose is slightly below the center of the face.

Structure of Legs and Joints

The legs of a quadrupedal animal differ from a human's both in structure and how they maintain balance. Let's convert the joints for walking upright so that the body doesn't lose proportion or balance.



aligned, and the figure is

balanced

aligned, but the figure is

slightly unbalanced

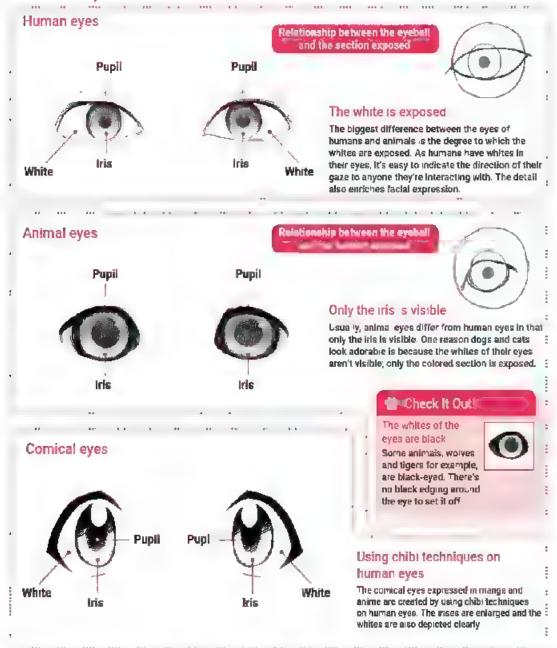
ing a posture that's difficult to

maintain without forelega

Basics of the Eyes

The shape of the eyes alters the impression that a character's face makes. Here, we look at the shapes of human eyes and those of animals.





Realistic Animal Eyes

Dags

Have rounded pupils. Species such as wolves and huskies have pale-colored inses, for a striking impression. Lions, figers and other large cat species also have pupils of this shape.





Cats

Have eyes with pupils whose shape contracts from a sphere to a long vertical shape depending on the amount of light. This is a common feature in small cat species and nocturnal animals. Foxes, which are in the Canidae family, have similar pupils.





Goats

Obiong-shaped pupils are found in goats, sheep and horses. Like other pupils, they get larger and rounder in dark places and narrower in the light. The oblong shape helps herbivores monitor a wide area around them to check for predators.





Birds

Birds have large round pupils within eyes that appear as exposed spheres. The eye on the right is that of an eagle while the eye on the reft is that of a peregrine falcon. The impression made by the eyes changes depending on whether the fuster in the eye is completely black or whether it a pale color, creating a rounded appearance. Keep in mind also that eyes vary depending on the type of bird.





48

Green In Ou

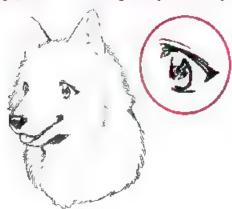
Drawing realistic an mal eyes

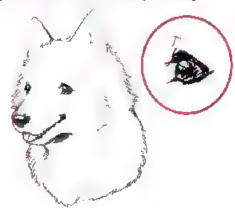
When drawing realistic animal eyes, block them in as triangle shapes. The reason for doing this is that unimal eyes differ from human eyes in that they're exposed all the way up to the eyebrows. As the whites are not exposed in animals, eyes, draw the colored section of the eye all the way to the edge. Finally, draw in the pupil to complete.



Altering the eyes completely changes the impression made

Let's see what happens when we incorporate comical eyes and real eyes into the same face. It's clear that even though only the eyes have changed, the overall look afters significantly. Choose the eye shape you think best fits the worldview of your drawing.





A Furries Matrix

Once you've grasped the basics, in order to create appealing furries, it's time to think about fundamental elements such as the design and skeletal structure. It's also possible to work in the reverse and create the worldview first to fit the furry you want to draw

Visuals reflect the worldview

Monster types (real coo)

A thick neck, piercing eyes and realistic looks inform this design. In fantasy works, these characters would often be classed as monsters. They make a strong impression on the viewer.

Unique wor dview type (real, cute)

This style is realistic at the same time as making good use of animals' adorability. It is suitable for creating a unique worldview while playing up the cuteness and characteristics of animals.

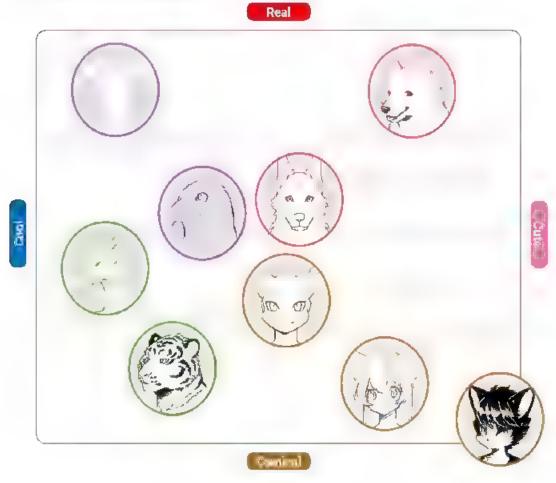
Dramatic types (comical, cool)

A corrucal design and a suck or stylized personal meet in this type of drawing that works well with dramatic styles such as works of fantasy

Heart-warming type (comical, cute)

In comical, cute types, human elements and adorability come to the fore via designs in which chib techniques feature strongly. This style of drawing suits heart-warming tales.

Classification of character types



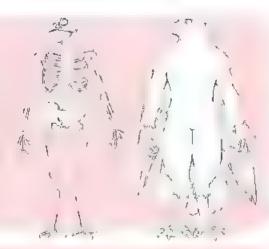
Unique Skeletal Structures

When drawing furnes whose bone structures differ from humans, the design afters greatly depending on the degree and the way in which the skeletal forms are blended. Try adding variation to the slihouette via a unique skeleton that's just a bit different from a human's.

Winge

Should you draw wings or arms?

Many creatures with wings have them due to the process of evolution in which arms became wings. This is why when drawing a winged furry with a structure resembling a real creature's, it's necessary to consider whether to allow the bone structure of the arms or that of the wings and feathers to remain. In this book, the structure of human-like hands is incorporated and the wings remain a decorative capacity. The positioning of the wings is based on an archaeopteryx. Incorporating both human and avian elements makes it possible to create a unique, eye-catching character.



Dorsal fin

Show an atroph ed skeleton

In the case of furries based on killer whales, dolphins, fish and other marine creatures, the lower section of the structure can be a point of concern. Take drawing a killer whale furry as an example: a structure in which human legs have fused together and knee joints are present.

In this book, however, in order to show that it lives exclusively underwater this creature is based on an actual killer whale. In addition to the atrophied leg joints, drawing in a pelvis to support the body completes the form of this one-of-s-kind creature.

Wings and arms

Break the rules on purpose

Dragon-based creatures, too, present the problem of whether the arms or wings should remain. Here their structure comprises four arms, meaning both arms and wings are shown. A structure containing four arms is not commonly found in mammals, so this high lights the fact that this is most definitely a creature of fantasy,

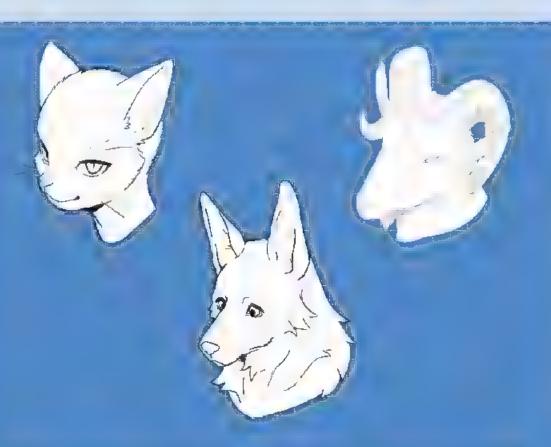
Understand that by creating a unique skeleton as a base that builds on the method for drawing the regular bone structure, a fiercely original characterican be created.





Chapter 2

Furries on Land



Canine-Based Furries German Shepherd 22

Shiba inu Dog 34

Golden Retriever 35

Wolf 36

Fox 38

Feline-Based Furries 40

Siamese Cat 52

British Shorthair 53

Tiger 54

Lion 56

Furries with Hooves' Bighorn Sheep 58

Goat 70

Mountain Goat 71

Sheep 72

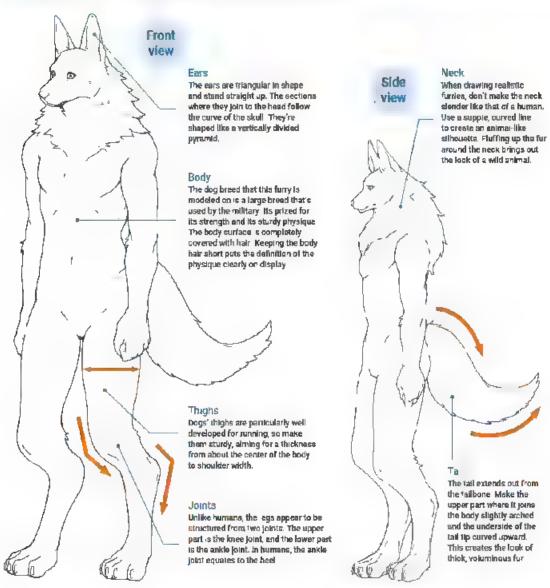
Cow 74



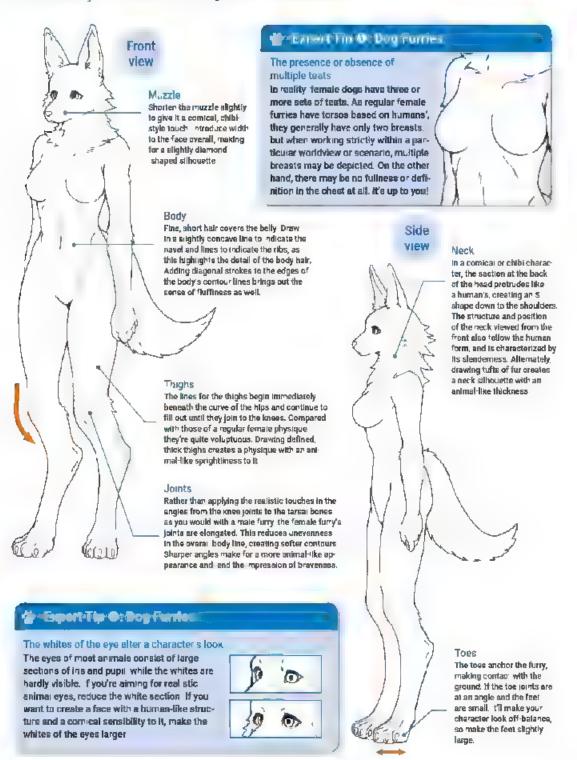
Canine-Based Furries: The German Shepherd

Dog-shaped furries have a familiar, expressive presence and can be used widely in scenarios ranging from fantasy to contemporary, everyday situations. Personality and appearance traits vary greatly depending on the breed of dog, making it easy to introduce a wide degree of freedom and license even within a single type.

Male Furry The German shepherd, a powerful sheepdog



Female Furry A human-like design with comical touches



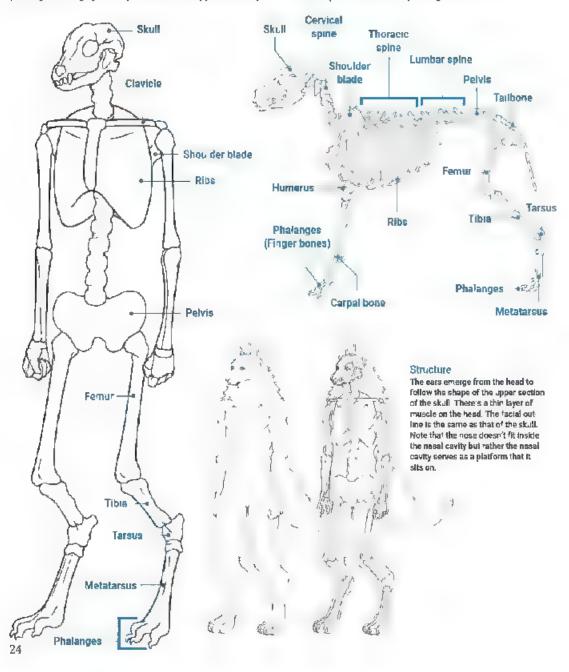
Bone Structure Mixing the bone structures of dogs and humans

Furry bone structure

As with those of humans, the shoulder brades curve around at the back and the chest is supported by the clavicle. The bone structure of the torso section is practically the same as a human's, and the lower body is the same until the femur. The tibia, however, are short and the tarsal bones (heels) are raised high. Below them, the metatarsal bones are extended and the phalanges are highly developed in order to support the body.

Animal bone structure

The skeleton of an actual dog is unlike that of the diagram below left, as there's no clavicle. There are 13 pairs of ribs, each connected to the thoracic spine. The fore and hind legs are constructed differently. While the forelegs bend in a < shape from the shoulder blade to the humerus and then extend straight down to the phalanges, the hind legs form a zigzag from the pelvis down to the phalanges.



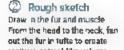
How to Draw the Body

Divide the body into blocks to start drawing

Blacking-in Divide the dog furry's body into blocks and block it in. Roughly dividing the body into the head, chest and lower limbs makes it. essier to achieve overall balance

he head is blocked in as a coracal shape as diffs covered with a sack. This makes if escier to ascertain the position of he neck

> Divided to be legante the thigh, shin and below the anide makes it easier to

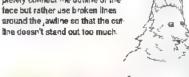




meate depth

3 Line drawing

Neater up the rough sketch and create a line drawing. Don't completely connect the autiline of the face but rather use broken lines around the ,awline so that the out-



Completion

Apply black, returning to the mark inge of the German shepherd on which this furry is modeled. This breed is black around the eyes, so darken the color at the eyes' outer edges. Complete the work by applying the same color used on the back to the sides of the atomach.

the pints



the relatives a thip to a mort Start Grand Harris Allies varieties ches in lates was to ness o thre un

How to Draw the Face

Mixing the bone structures of dogs and humans

Blocking-in for the face

Draw the circle that will form the foundation for the outline, then draw an oval in the lower half of the circle below the center line Blocking-in for human faces asually starts with a vertically long shape, but here it a spherical, so keep that in mind.

Draw the second elected at the point where the muzzle will be positioned

Draw the outline

Make the lower half of the outline a diamond shape and draw in the nack as if it's extending from the back of the head. Use the horizontal line of the block ing-in as a guide to draw vertical lines to determine the position of the eyes (pupila).







Blocking-In markings

Following the blocking-fir for the muzzle, create a triangular tube shape. Conical ears are then added to the top of the head.



Draw in the eyes muzzle and finer details. If you draw the muzzle line in so it overlaps the upper eyelid; it will bring the muzzle forward and add depth to the face. Draw tuffs of fur around the neck and make them fan out to complete the picture.

Express emotion through the angle of the ears



Joy
Elongate the line of the tipe to around the inner corners of the eyes and then angle the line up from that point to create a smiling mouth. The eyebows open out, changing from a ~ shape to a ~ like shape, creating an energetic, chearful expression.



When dogs assume a threatening states, wrinkles form in the area in the middle of their snout. The eyebrows also draw together, compressing the area above the eyes and creating a sharp, intimidating look.

Sadness

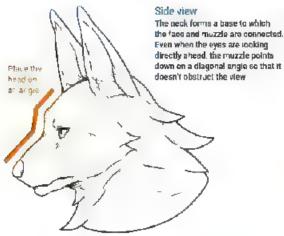
When afraid or feeling a sense of unease dogs may flatten their ears, meaning their emotion can be expressed via their althouette Lowering the comers of the mouth and making a shape with the eyebrows creates a comical expression that conveys a sense of unease.



The ears stand straight up and the eyes and mouth open wide. The eyes grow round, revealing the whites around the ris. The wide open mouth reveals the black can of the lips.

the exin ain incline mouth is black.

Angles of the Face The silhouette changes significantly depending on the angle of the face



The neck forms a base to which the face and muzzle are connected. Even when the eyes are looking directly sheed, the muzzle points



Diagonal angle

When viewed on a diagonal angle, one of the dog's eyes is hidden behind the muzzle, meaning the inner comer of the eye isn't visible. The neck is depicted extending down from the head to the clavicle



Front view

Viewed from the front, the outline of the head forms a diamond chape. The muzzle extends slightly below the diamond shaped outline.

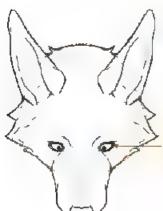
Draw the area below the eyes and the shout to make up the lipe of the muzzle





Make sure to capture the position and angle of the muzzie

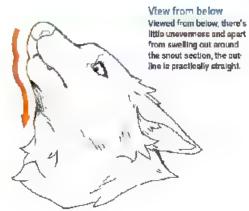
Unlike the human nose, if the position and length of an animal's muzzle changes, the entire facial outline is altered. Establish the top of the muzzle and lowest point of the chin in order to accurately draw it.



View from above

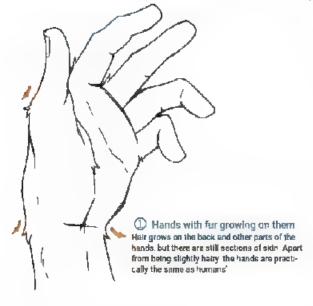
When viewed from overhead. the face takes on the shape of a rounded mountain. The muzzle extends out from the face in the manner of a cup sitting over the inner corners of the eyes.

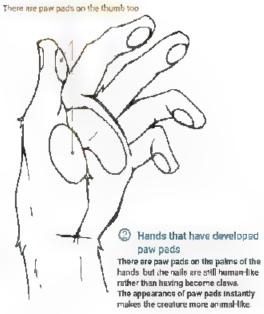
The chape of the eye approaches ia of a semicircle

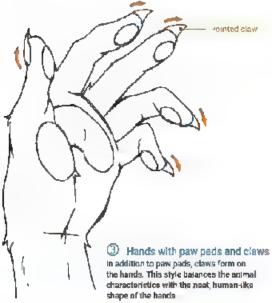


Beastly Hands

Add dog parts as you go



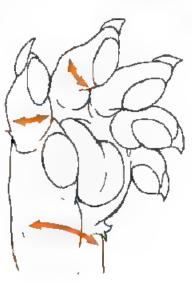






The atrophled big toe of the foot

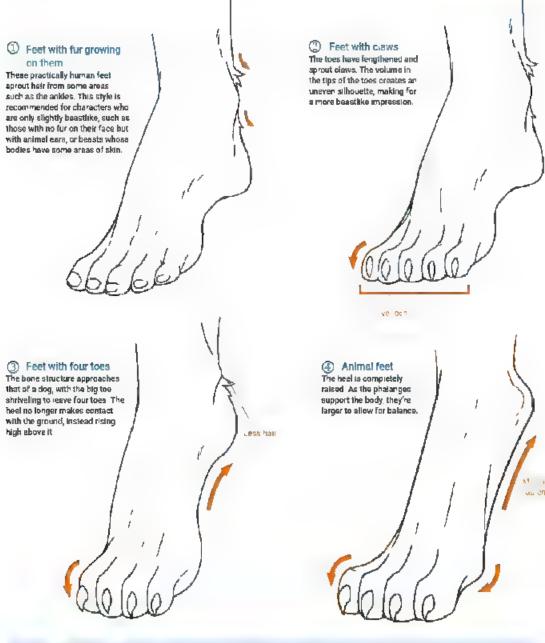
In reality, dogs have only four visible toes on their feet. The fifth is concealed by fur



Animal paws

The paw pads extend to the center of the palms. The fingers thicken, with the section from the second joint to the tip joining together. As this hand is more animal-like from a skeleta level, this style is recommended for when emphasizing their beastly qualities is desirable.

Beastly Feet The bone structure approaches that of a dog





Shoes especially for furries

When characters with tarsal joints wear ahoes, the heels are positioned at a significant height, making it difficult for them to wear designs created for humans. For this reason, it s common to depict the feet of furnes wearing shoes using the human-like bone structures of Steps 2 and 3 above. Alternatively, enjoy designing your own original shoes to suit the character.

Dog Furries' Physiques

Use fat and muscle distribution to show differences



Average

In the case of a lorge-dog breed of furry, even if it has an everage physique, give it a bit of muscle. The outlines of furries with short fur have a tendency to appear soft, so use the physique to create a more defined, dynamic look

Muscular

This type of massive physique often appears in works of fantasy. Make the chest muscles large and the abdominal muscles look activated by clearly drawing in a "six pook."



Slim

Overail, the physique is slim and ithe Make the muzzle, waist and thighs siender and draw in the lines of the ribs to create a lean took.

Plump

The silhouette varies markedly from those of other physiques. The outline of the face changes from a diamond shape to an oval, and from the chin down, the muzzle is twice as wide as the others.

🖶 Extrect Fig. by Date for these.

Droopy ears and erect ears

German shepherds lears are droopy in puppyhood but straighten up as they grow older, although some dogs' ears remain droopy even as adults. For this reason, correctional devices may be used





Youth (6-14 years) To enhance a childlike appearance, the facial features are human-like, the neck is slander and the back of the head protrudes. As with an average-sized child, the body height is five times that of the head. Rather than using dynamic lines to create the physique, keep things even and regular to build a rounded, childlike form.

Evocit to 5, boo humes

The size of the eyes is

Drawing bright large eyes on

a child furry makes for a cute

appearance, while positioning them slightly low on the face creates balance. On the other hand, small eyes in a higher position create a mature air.

sign ficant

Infancy (0-5 years)

As they're quadrupeds in infancy dog furries closely resemble dogs. Make effective use of chibi techniques and create a large head for a young, cute impression. Shortening the muzzle and using a & shape for the mouth brings out a puppy-like look.



The ages indicated are based on human ages,



Adulthood (20 years and over) In what would be adulthood in human terms, the muzzle is clearly elongated and the factal structure is that of a mature dog. Making the eyes smaller creates the impression of an adult. The nock thickens and from the shoulders to the back of the head, the bone structure is the same as that of a dog. Adolescence (15: 19 years) structure is the same as that of a dog. As the face becomes broader, the body height is seven times that of the head. The muzzle lengthers slightly, and the groove below the nose stands out against the and the grootes below the physique becomes slightly more muscular and the pectorals develop. The undercarrage becomes more solid, with the thighs thickening and the tarsal bones becoming more defined. Mouth elongates at the end a Muzzie ie gab no Silly a y Physique taxes op ghap, ninge than being flat. Perimels develop ear physique ee Jeharger L Jpport he alige widy Make firm

Variation 0 Shiba Inu Dog

nner eyebraws

On the inner section of a shiba imu's eyebrows, there s a part where the color is pale, like those of humans with sparse eyebrows. Define this area with line drawing to create an appealing effect.

Ruff

Present also on a real dog's neck, this is the section that is filled out above the shoulders. In reality h's in the upper part of the shoulder blades, but on a dog furry It's drawn above the clavide

Ears

Although small, the upright ears are thick and form a clear triangular shape. Draw hair inside the ears as well to bring out depth.

Shiba Inu

A Japanese dog native to Japan. Actual shiba inus are small- to medium-sized dogs about 15 inches (40 cm) in height. Their cost color can be red, sesame, black or cream, with the red color particularly well-known

The breed tends to be loyal, stubborn, independent and ively Among the Japanese dog breeds, the shiba muis on the small side, but origmally it was used as a guard dog and for hunting. Genetically, it has characteristics similar to those of wolves, and while its physique is small, it's muscular and physically tough.

Commonly seen in Japanese dogs, the tail is curied. While the tail hangs straight on other breeds, the shiba inu's tail twists around lightly

The physique is short and sturdy. The shibs inu is a bread with a long torso, so give the rest of it a short, stout look.

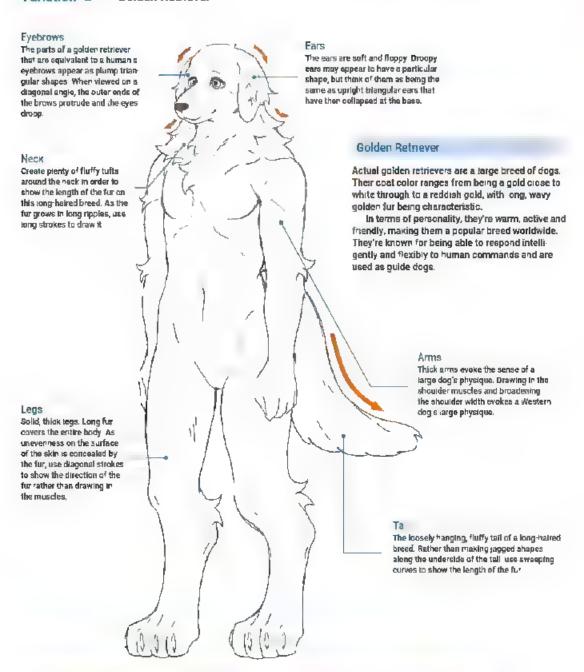
, eas

in order to show the length of the torse, shorten the legs. Creating a shallow V shape in the crotch gives the Impression of short legs.

Fox faces and raccoon dog faces

Shiba into can usually be divided into types with "fox faces" and those with "recopor dog faces." The fox face type has a long muzzle and long, lean physique, while the raccoon dog face type has a short muzzle and a sturdy, rounded physique. The fox face type is also as led "Jomon shiba" as it's perceived as having inherited the characteristics of the ancient dogs that lived with humans during the Jomon period.

Variation 2 Golden Retriever



P There are no more purebreds...

The golden retriever is the most popular large dog breed in Japan. They originated from the St John's water dog, a breed native to Canada. They were imported to Japan from England, however after repeated cross-breeding, the purebred St John's water dog now no longer exists.

Other Species 0



Eves

The eyes of wolves are black from the inner to outer corners, making the whites of the eyeballs appear brack in sotuality the whites do not show and the eyelids and surrounding fur are black.

Body

Being a wild animal and giving the impression of strangth, incorporate these two elements into a strongly muscular phy sique. Think of the abdominals of being divided in six beneath the fur and use soft ourved lines to rander them in.

. eas

Make the thighs quite thick, with the angled joints large and solid. The powerful core differentiates wolves from dogs.

Ears

The ears of the gray wolf may sometimes be black at the tips. The fur that covers the entire body is gray, but may be blackish in some sections. It depends also on the individual animal.

Wolf

Woives are native to much of the Northern Hernisphere. Also known as the gray wolf they're characterized by their fur, which is a mixture of gray and black. Actual wolves are between 25 to 35 inches (60–90 cm) in height. Their large physique can be pictured more clearly if you think of a Siberian husky, which has similar facial structure and is a large dog breed averaging 20 to 25 inches (50–60 cm) in height.

The eyes of a worf have pale trises in colors such as yellow and blue. As they're rimmed in black, the eyes appear sharp and keen,

Tail

The upper part and tip of the tail is a brackish color. The fluffy tail has a rounded overall shape and hangs roosely

Claws

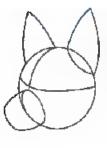
As they live in harsh environments and need to be powerful, make the claws well-defined. The claws of wolves are black because they contain metanin.

A dog and wolf hybrid

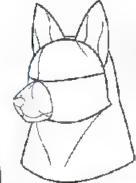
Dogs and wolves are considered to be separate species, but their correct classification is subspecies. In other words, it is possible for dogs to breed with wolves. The resulting enimals are known as wolf hybrids or wolf dogs.

How To Draw a Wolf's Face

Pay attention to the way the fur spreads around the neck and the helmet shape of the facial outline



Blocking n Brock-in a circle, then add the muzzle in the shape of a paper cup and then the triangular cars



Add to the blocking-in

Draw the outline of the jaw below the blockedin circle and add the mountain-shaped neck sothat it overlaps with the head to form the facial outline. The bridge of the nose was matched up to the center line of the blocking in and corrections were made.





 Make a clean copy

Draw in the eyebrows and eyes and apply fur color The markings spread out basically along the bridge of the muzzle and in or arch beneath the eyes.



Wolves' Expressions

Exaggerate the mouth and the heads of the eyebrows to create human-like expressions



Joy Lengther the lips and bring the comers of the mouth up lo create a gentie expression. Slightly round the heads of the eyebrows to create a sweetly amiling face



Rage To express rage curl the lips up to expose the teeth. Wrinkles form between the eyebrows, so the heads of the eyebrows are fowered.

Sadness

Making the eyebrows form a shape and turning down the corners of the mouth creates a sad expression, in the same way as with a dog, the ears lower when feeling it at ease or threatened.



Surprise

The eyes open wide and the rises are completely exposed By opening up the eyes so wide, the whites are revealed. Make the edges of

the rises white.



Other Species Fox



The fox wears socks

The Japanese red fox can largely be divided into two groups. Vulpes vulpes japonical which is found mainly on the main (stand of Honshu, and the north fox, which is found mainly in Hokkaido. The north fox has black fore and hind legs, making it look as if it's wearing dark socks, and because they live in colder habitats, their body fur is abundant and fluffy.

How to Draw a Fox's Face

A small face with a cute but wild edge



 Blocking-in
Block-in a circle, and make a cross on it that's directed stightly downward. Add an egg shape for where the muzzle will go in the lower left of the circle



Diocking-in markings
As the chin on a fox is small, make the blocking-in for the muzzie slightly short. Block-in large triangles for the ears



Overall rough sketch Add the helmet shaped sketch to overlap with the head and make the head appear slightly amail. Make the outline of the face stick out along with the heimet shaped outline and make the neck taper in.

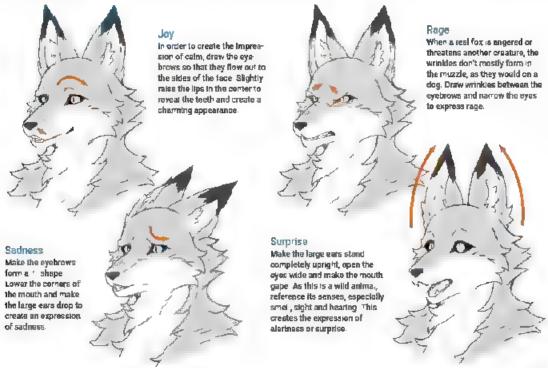


Clean copy

Draw in tufts of fur to follow the shape of the blocking-in. Make the base of the muzzle cover the inner corner of the right eye to bring out depth. Use a triangle shape as a base to draw the eyes and complete the work.

Foxes' Expressions

Accentuate the droll, intellectual look

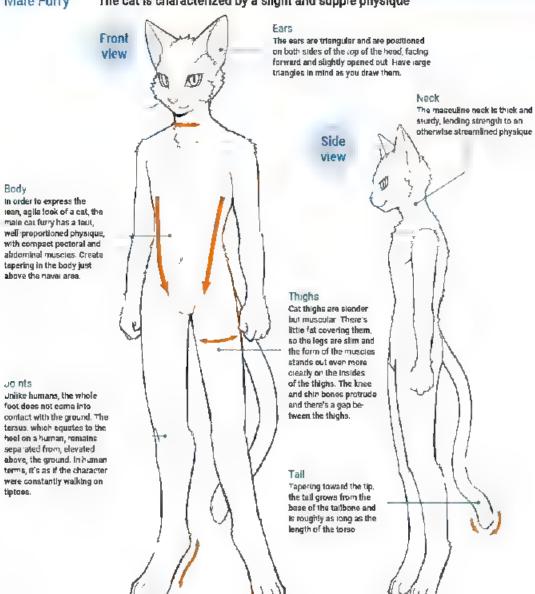




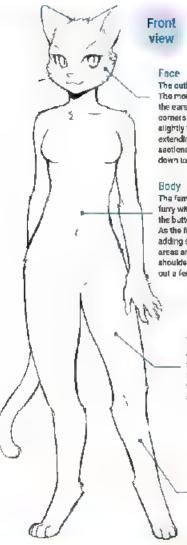
Feline-Based Furries

Feline furries elicit a deep familiarity and mysteriousness at the same time. Their agile movements often lead to them being portrayed as cool, cute or without a care in the world as this is a creature that lends itself to a variety of personalities. Your character can tap into the full range of cat behaviors, moods and modes, feisty, cerebral, slinky, aloof. You decide! What kind of cat person are you?

Male Furry The cat is characterized by a slight and supple physique



Female Furry Cute and commanding



The outline is like a horizontal oval. The mouth and eyes are rounded and the ears are large cones. The inner corners of the eyes are positioned slightly to the outside of the lines extending from where the inner acctions of the ear join the head down to the sides of the nose

The female has less fat than a male furry with an average physique, and the buttocks and breasts are small. As the figure is siender overall, adding shadow to the prominent areas around the collerbone, kness, shoulder biades and muscles brings out a feminine look.

Thighs

Cats' unique flexibility makes their thighs both stendor and museular Making the thighs thicker shan those of male furnes creates a softer more rounded form

Legs

Below the tarsus is the metatarsus, which joins to bones called phalanges. These equate to the soles of the feet in humans. In order for cats to walk silently, the claws are usually sheathed inside the toes.

Expert Tip to Cat Furnes

Distinguishing male and female

Bring out a feminine look by making the ne from the forehead to the nose softer than that of a mate. The eyea should also be larger than male eyes.



Side view

Neck

The neck is thinner than that of a male furry. This creates a lean, neat impression and gives it greater definition.

Buttocks

In comparison with the flat, even line of the male furry's buttocks, the female's swell out to create a physique with a rounded line that is uniquely their own.



Don't forget the whiskers

For cats the whiskers are important nerve-filled sensory organs in addition to a unique flourish you must add when finishing your character Emphasizing the whiskers above the eyes in the same way as eyebrows allows for the creation of various expressions and moods





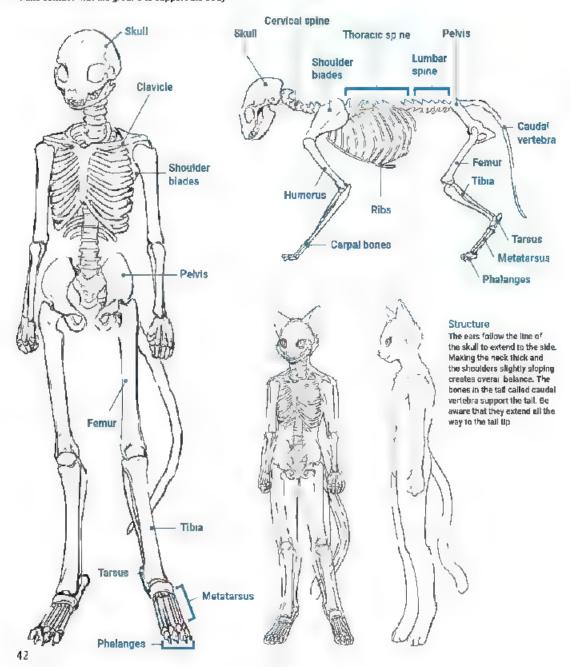
Bone Structure Exp.ore the commonalities between feline and human bone structure

Cat furry bone structure

The bone structure of the torso is practically the same as a human s. As on a human body the shoulder blades are at the back and the ribs are supported by the clavicle. The arms are in proportion to the body in nearly the same way as for a human. The biggest difference is in the lower legs, where the pha anges equate to the acres of the feet in a human and make contact with the ground to support the body.

Cat bone structure

In an actual cat sketeton, the clavicie isn't connected to other bones but floats. There are 13 sets of ribs, each connected to the thoracic spine. As the fore and hind legs are always bent at the knee, the forelegs appear to be performing pushups and the hind legs appear to be seated in an imaginary that



How to Draw the Body

Try drawing a cool black-and-white feline furry

1 Blacking-in

Divide the cat furry's body into blocks for the head, neck, shoulders, arms, torso and belly to create the blocking in. Divide them as much as possible for accuracy

Within the torso, the chest is the widest areal followed by the stomech and waist. Think of it in terms of an inverted triangle.

Divide the age took ghs kneed some und helaige om the ankles down in order to create a result that appears more soud



Rough sketch

Using the blocking-to as a base, draw in the muscles. The figure is designed to be slim, so don't make It too muscular



When the legs are entended, they're atraight with no protrusions, but for furry-like joints keep in mind that . e opnes of the knees and heets are defined and the backs of the kneep are gently rounded



Make a clean copy of the rough sketch to create a line drawing, adding the tal, whiskers, tufts of fur and other beastlike elements

Don't draw fur over the entire body for a short haired breed, but add it to areas such as the throat and undersides to give the figure dimension



Completion

Apply color to complete the drawing Rather than using straight lines to apply color in the areas where brack and white meet, keep the direction of the fur in mind as you work. This allows the differ ences in color to be shown



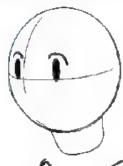


How to Draw the Face

The position of the eyes is key

Blocking-In the face

Block-in a circle to form the base outline. Draw a horizontal line halfway down the center line and draw in basic eyes and eyebrowa.





Block ng-in markings Draw ovals to block+n the positioning for the ears Add a muzzle below the center line.

Draw the outline

Follow the blocking in far the eyes and eyebrows to draw in the eyes and use the blocking in for the ears to draw in cone-shaped ears. When drawing the eyes, use a smooth curved line for the upper eyelids and an inverted < shape for the lower Ids.





Make a clean copy

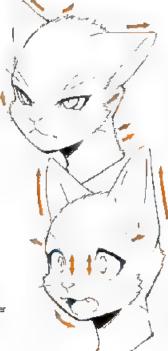
Draw in the details. As the line for the muzzle overlaps with the comer of the eye, the right eye (which is (arthest from the viewer) is hardly visible. Add tufts of fur to follow the contours of the face and complete the drawing.

Adding Expressions

Express emotions through the angle of the ears



The eyes open wide and the ears stand completely upright. Opening the mouth as well instantly creates the expression of joy



Rage

Tension forms between the eyebrows, pulling the insides of the eyebrows together and narrowing the eyes Additionally, the ears flatten out horizontally Making the fur stand up the wrong way on the top of the head and around the neck makes for an even angrier took.

Surprise

The ears point straight to the front and strain to stand up. The eyes are similarly directed forward. A gentle arch shape defines both the upper and lower parts of the eyes.

Angles of the Face

Approaches from various directions



Side

A dat is face is rounded, so the head resembles a large ovar while the muzzle can be thought of as a small oval. There is a sharp drop from the brow down to the muzzle.



Diagona

Viewed from above on a diagonal angle a cat's face is elightly oval in chape. The ears appear contest. The whites of the eyes are viaible, creating a white rimaround the iris.



Front view

From the front, the cheeks puff out slightly to make the outline more circular in shape. The muzzle is positioned on the center line of the face.



Get a clear understanding of the lines of the eyes and nose

A cat's face is rounded and the muzzle doesn't protrude far. Connect the lines that position the eyes and nose on the front and side views in order to understand where these features are positioned on the face.



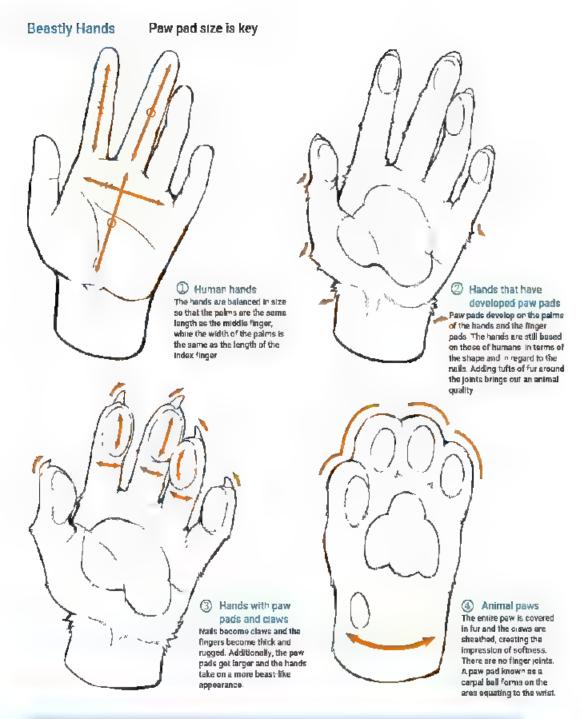
View from above

Viewed from overhead, the head is an elongated over The mizzle doesn't protrude from the outline of the face but rather sits within it.



View from below

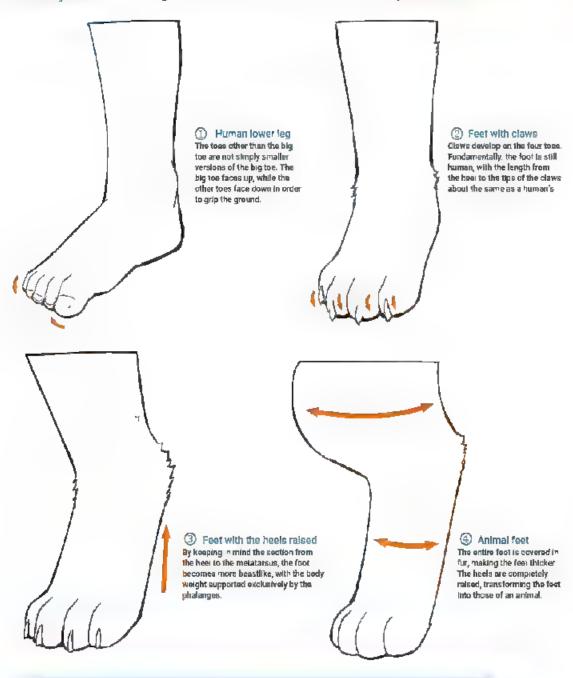
The facial outline resembles a hexagon. There are no protrusions and the outline from the face to the neck flows smoothly



The true nature of paw pads

The springy feel of cats' paw pads fascinates us. It's fall that makes them this way. The surface layer of skin is thin and constructed to resist abrasion. Beneath the skin there are many layers of fat, which is the secret to the uniquely soft springiness of the paw pads.

Beastly Feet The angle of the heel also determines how beastly the feet seem

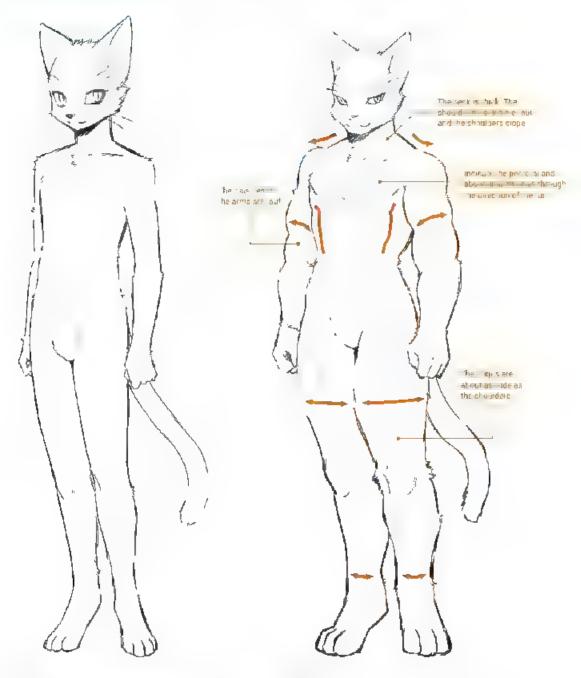


The role of the paw pads

The paw pads don't exist just for us to enjoy their springy touch. For cats that are hunters, they're invaluable in absorbing shock when jumping down from high places, preventing slipping when pounding on something and silending noise when stalking prey

Cat Furries' Physiques

Use fat and muscle distribution to show differences

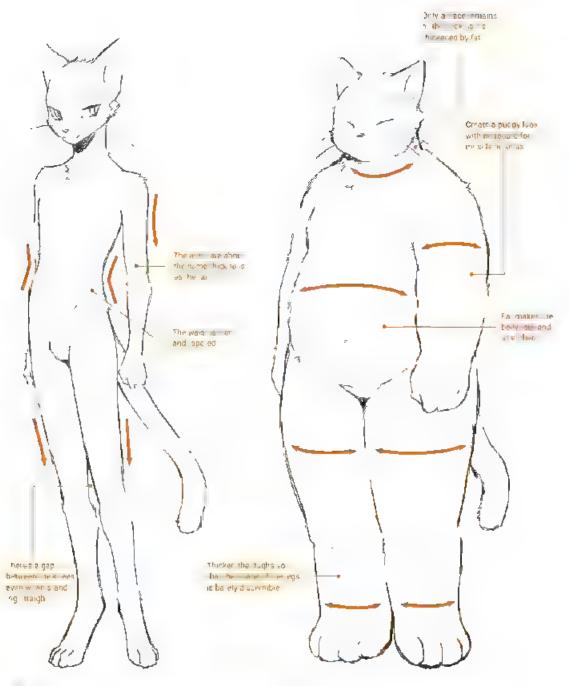


Average

For a cat turry of average physique, keep in mind a symmetrical, silm build. It a not a particularly muscular physique

Muscular

A defined, muscular build. Make the obest thick and sturdy and add in pactoral and abdominal muscles. The limbs should also be large, with the bulges of the muscles in the arms particularly emphasized.



Si m

This physique is slimmer than average. Making the thighs and arms thinner makes for a neat, lean air. There is a gap between the knees.

Plump

Making the arms and lega practically the earne thickness emphasizes the notion that it is fat rather than muscle making the creature so stout. As both legs are so thick, there's no gap between them.

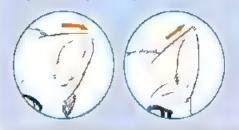
Cat Furries' Ages

Draw features to show age differences

🖥 🗈 pert (in 🖰 Cat Furnes

Droopy ears and upright ears

At the kitten stage, the ears droop, but start to stand upright as the cat gets okler. The fur also changes from being soft to having more body to it.



& Expert lip of Cat Further





Use the size of the eyes to distinguish ages

A commonality in all young creatures is that drawing them with big, wide eyes makes them more adorable. The key point when doing this is to use a smooth, mounts in shaped arch for the eyelids. Alternately, make the eyes small and stitled for a mature air.

Youth (6-14 years)

Making the body small, rounded in form and with an even surface precise a childlike physique. The knees and ankle joints don't stand out and the arms and legs are about the same thickness. The muzzle isn't yet well-defined, and using it we shape for the mouth brings out a cute, immature look.



nfancy (0-5 years)

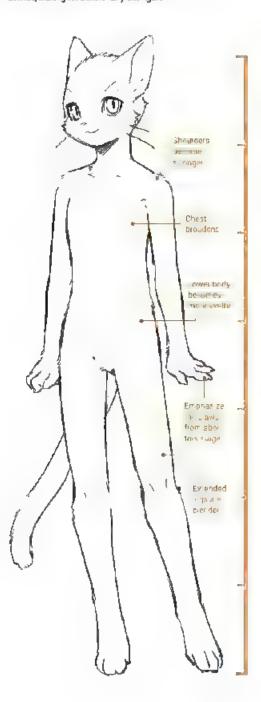
The etyle of this design closely resembles a cat The head is large, with the body measuring about two heads in height. The neck is short and appears absent when viewed from the front. The outline of the face is round overall and the chin isn't pointed.



The ages indicated are based on human ages.

Adolescence (15 19 years)

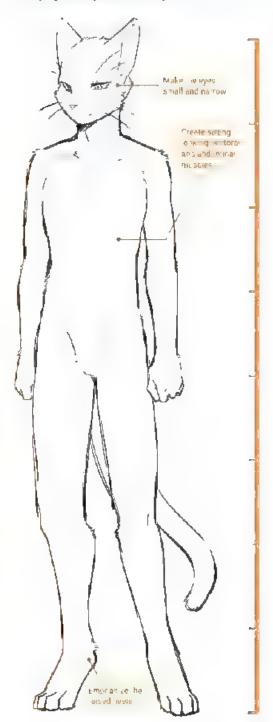
The outline of the face a no longer a circle and the chin starts to become pointed. As the tapering around the waist and knee joints becomes more defined, the body line becomes more dynamic. The ankle joints also become more defined, making for a more turny-like figure.



Adulthood (20 years and over)

Adultificate (22 years and over)
The chest thickens and the physique becomes more muscular, so add muscle to the neck and chest. The neck also thickens, so making the shoulders slope creates overall physical balance.

Small eyes give the impression of maturity.



Variation Siamese Cat



Siamese cats: Running the world

In Thailand, Stamese cats were treasured and not allowed to be exported out of the kingdom. They first traveled out of the country when a pair were presented by the palace to British consuligeneral Gwen Gould. They won ribbons at a cat show in England in 1885 and began to be imported to America in the 1890s.

Variation @ **British Shorthair**



conveys the density of the fur,

British Shorthair

A shorthaired cat breed of British origin, with a height of about 20 inches (50 cm). Due to much cross-breeding, there's a diverse range of coat colors, with characteristic colors including dark gray stiver tabby and tortoiseshel. Contrary to their appearance, they have delicate natures and don't like loud places. They have a very quiet temperament. despite being cast as calm and laidback. Although obedient, they have a tendency to dislike being touched or held.



not quite plump, the size and form of the plump character's body and legs serve as a reference.

England's oldest cat

The ancient Romans brought the British shorthair's ancestors, the European mountain cat, to Britain as a measure against mice and vermin. Later, around 1900, the prototype of the current British shorthair was created by a breeder who focused on English cats, which is why the breed is considered to be the oldest in England.

Other Species Tiger



Take a closer look: Tigers love water!

Most members of the cat family hate water. However, the tiger does not share this common trait. Inhabiting hot, tropical regions, the tiger bathes to cool down and to eliminate its own smell before hunting, it is a good swimmer and can pursue prey along a watercourse.

How to Draw a Tiger's Face

Pay attention to creating eyes and ears that are in proportion to the face



Blocking-in
Block in the face and add the
blocking-in for the muzzle
The muzzle is shaped like an
uptumed bucket



Rough sketch
Follow the blocking-in to draw
the ovar-shaped ears. Before
drawing in the striped mark
ings add in the ornamental fur
around the checks.

③ Overail rough sketch

Block-in the atriped markings that are significant features of a tiger. Drawthem to radiate out along the cheeks and surround the eyes



Make a clean copy Draw in the plump, rounded

oraw in me piump, rounded muzzle Follow the blocking in for the stripes and rather than making solid lines, work with the direction of the fur in mind to complete the piece.



Tigers' expressions

Expression can be created even in the way the teeth are shown



Day

Draw the line of the lips back to below the outer comers of the eyes and angle them up to create a smile. Showing the teeth at the front of the mouth makes the expression easy to read.



Anner

Not revealing the teeth at the front but rather showing a glimpse of them from the stide conjuzes a grow! Roughen up the striped markings to show that the fur is standing on end.



The ears sit flat in the same way as those of a cat. Pulled back by the ears, the facial outline goes from being a circle to a horizontally elongated oval shape.

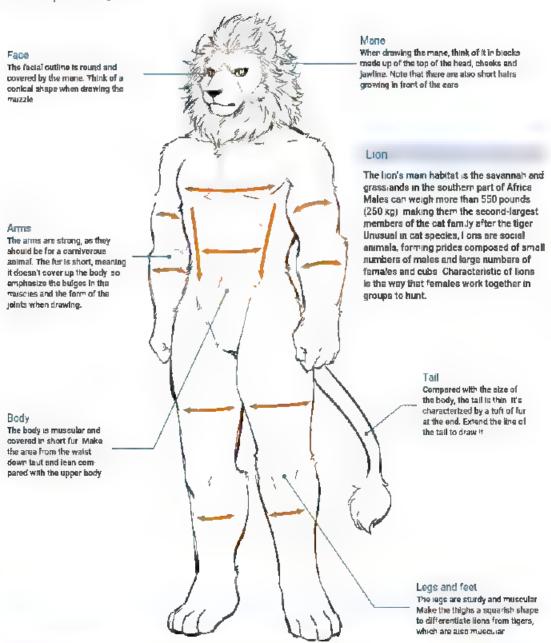


Surprise

Depict the mouth hanging down and skight gaps between the upper and lower teeth to create the look of being taken aback. Like those of a cat, the ears face forward.



Other Species Lion



The secret of the mane

There are two theories regarding the role of the mote I on's mane, that it's a symbol of strength and that it protects the neck. The symbol of strength theory holds that an impressive mane is proof of health and power attracting females and leading to many offspring. The second theory of the mane protecting the neck relates to males frequently having to fight off intruders in order to safeguard members of their pride. During these attacks, the mane protects the particularly vulnerable neck area.

How to Draw a Lon's Face

Decide on the facial structure before drawing the mane



Blocking-in allock-in a circle for the outline and add he muzzle below the center line. The upper section of the muzzle is a squarish shape.



Rough sketch
Using the blocking-in as a base, draw
In the facial structure. Think of the
line of the cheeks so being smooth
and fluid.

Overail rough sketch

Keeping in mind the flow of the fun draw the mane around the audine of the face. Make it cover the neck and make the facial outline stand out.



Make a clean copy make the muzzle a solid rectangular form that protrudes slightly beyond the facial outline. Clearly define the flow of the fur in the mane to complete the work



Lions' Expressions

Make maximum use of the mane and teeth



Jay

Direct the muzzle downward and extend the lips to around the outer corners of the eyes Make the line from the fore-head to the muzzle smooth and fluid.



Rage

Depicting the mane spreading out expresses rage. As the area around the eyebrows buiges, the inner comers of the eyes are compressed from above, creating a sharp, glaring look.



Make the mouth closed with the corners of the mouth facing down Directing the gaze down ward indicates a deep sonow beyond words,



Surprise

The mouth opens to be more than half the face in size, but the beeth in the upper jaw are not particularly exposed. This expresses surprise rather than rage.



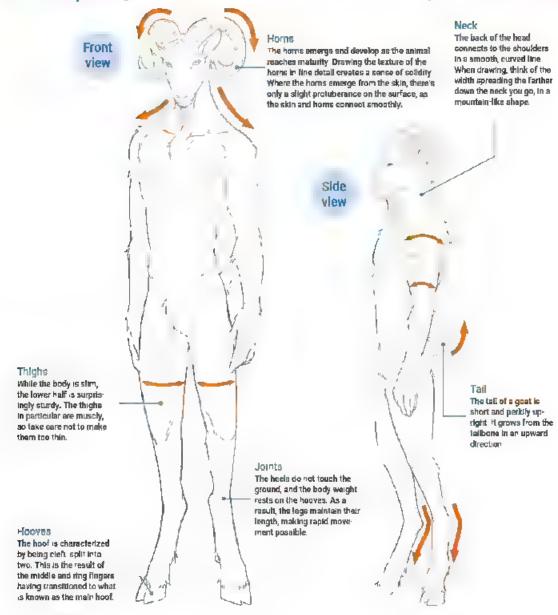


Furries with Hooves: Bighorn Sheep

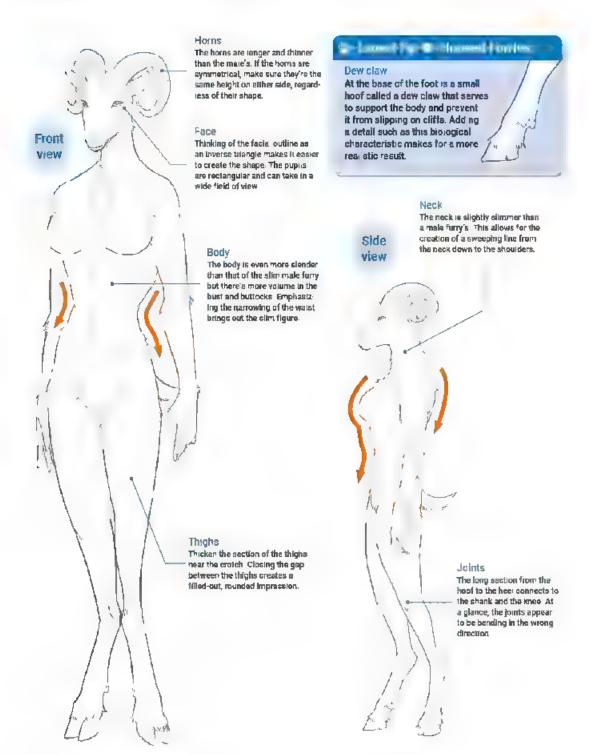
Hooved furries include goats, sheep and cows. Their characteristic eyes give them something of a mysterious look. Many share similar features, but a grip of the key points distinguishing the individual animals will allow to particularize your character and render it right.

Male Furry High rock walls a

High rock walls are of no concern for this surefooted furry



Female Furry Highlight the curves and slenderness



Bone Structure

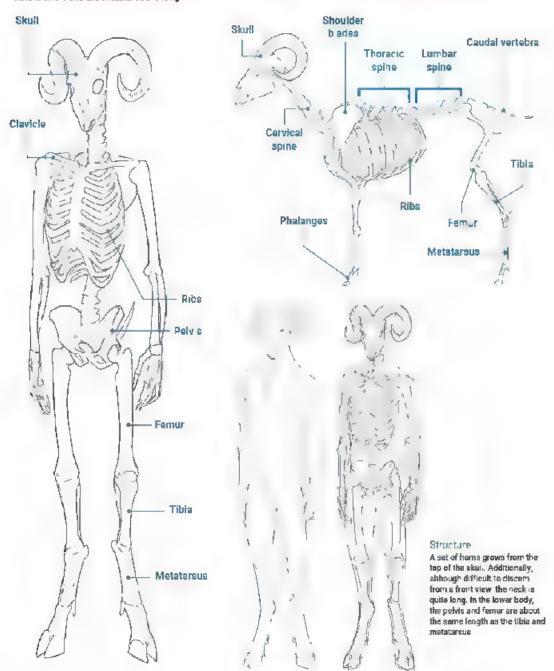
Mixing the bone structures of goats and humans

Furry bone structure

As in a human, the clavicle joins the shoulder blades at the back to the breastbone. The upper body, a also the same as a human s. In the lower body, the bone structure is such that the tibia is short and the metatarsus is long.

Animal bone structure

In an actual goat skeleton, there are 13 sets of ribs, a life which join to the breast bone. As the dew claws are strophied or shriveled digits, there's a small bone in each.



How to Draw the Body

Divide the body into blocks to draw

 Blocking-in
Block-in the body of the hoofed
furty, making circles to indicate the joints. The upper body tapers from the shoulders through the torso and down to the waist. Think of a rectangle as you draw.

From he highe down use hea ar er can blooms in six ay its public cerviricate re angle in help into there is her anter sor in hoofest animals.



② Rough sketch Follow the blocking-us to add the clavicle and the lines of muscles Goats are quite muscular, so make the muscles thick



To the built of the talk 2 little portant note the line from the helte diwe ablyoned aw Add as backing in the poves ar this mage



(3) Line drawing Clean up the rough sketch and make a line drawing, adding the animal elements such as homs, eyes and body hair. When drawing the home, take care with the positioning and angle

Add bulges to the shoulder and chest muscles and draw in tults of fur around the crotch and joints. This creates he sense of the fur a texture even if it's short



Completion

Adding tendons around the joints in the lower body makes the joints stand out more. Add fine lines to the home to bring out. texture and add a beerd to complete the work.





Understanding the look of the head and homs

Blocking-in the face

Block in the circle that forms the foundation for the facial outline Draw the lines that block in the muzzle. As a guide, make the starting point below the center line, under the right eye, at a distance about half the length from the eyes to the center line.



Think of a cross

Block ng-in markings

Follow the blocking-in to draw the muzzle. Think of the muzzle as being shaped like a plant pot. Block-in the ears and horns also

> Keep the base of the nom near the hairline smooth

Draw the out me

The eyes are not an the front of the face but on the sides, so the right eye is not viable. Draw in the ears to the sides of the eyes.



Make a clean copy

Fill in the texture of the horns, the hairline and other fine details. Jee light and shade to create a slight swalling in the hairline area on the head for a realistic look.

Adding expression

Express emotion through the angle of the ears



Joy Goats don't have teeth in their upper jew, an even if the mouth is open, front teeth are not visible. Additionally the sare are perpendicular to the ground.



Rage
The ears flatten to the back of the head and the backs of the ears face forward. Tension in the eyebrows changes the shape of the eyebrows from circles to diamonds.

Sadness

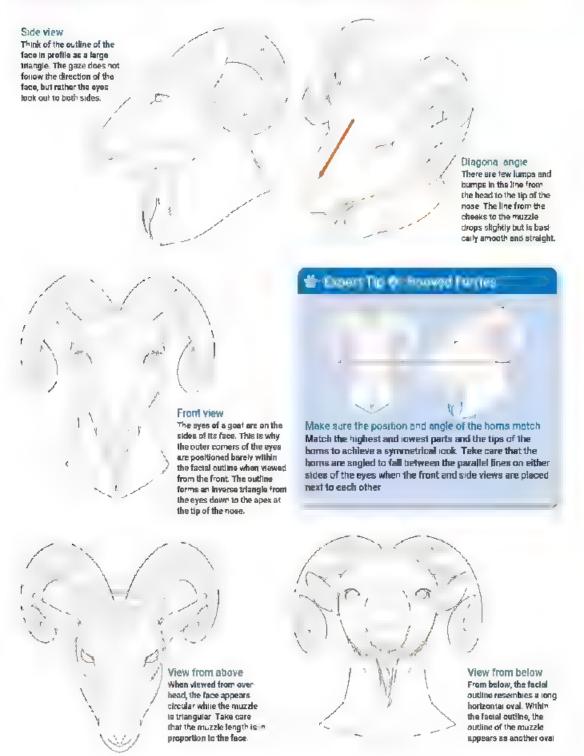
The ears lose firmness and droop out to the sides. The upper parts of the eyes lose their circular shape, flattening out to give the eyes a semicircle shape.



Surprise

The eyes open wide to form circles and the ears stand streight up. While goots don't have front teeth, they do have molars (back teeth) so make sure to show them.

Angles of the Face Capture the sense of solidity from various angles

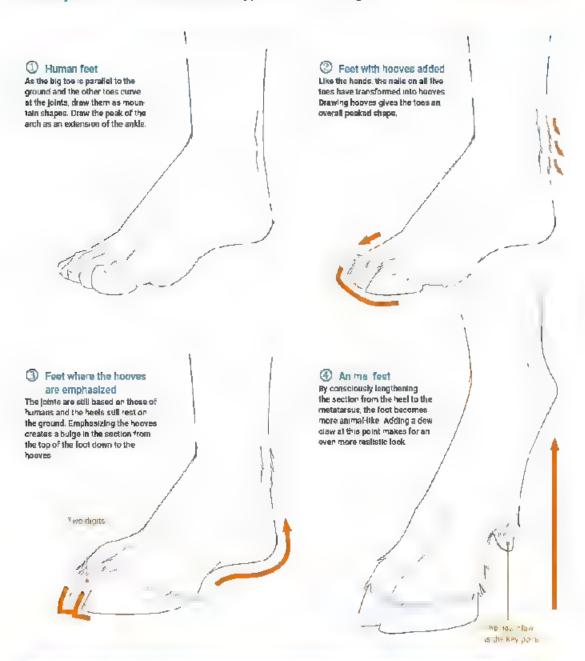




Phooves are specialized for running

In human terms, hooves are the equivalent of halls. While human halls play the role of protecting the digits, the hooves are used to kick the ground and are ideally suited for striking the ground to run fast. However, they cannot be used for detailed tasks.

Beastly Feet The bone structure approaches that of a goat

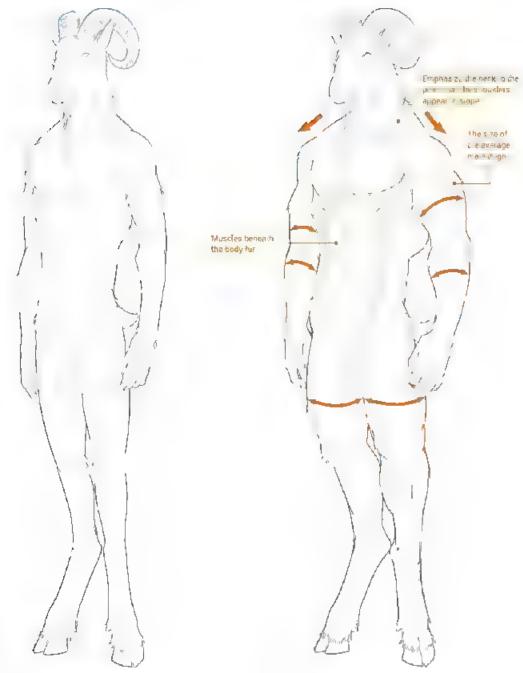


Standing on tiptoes forms the foundation

The "animal foot," in Step 4, above, is long in the metatarsus from the tiptoes to the heel and the heel is raised significantly off the ground. As this section then connects to the knee, the joints appear to be bent backward. These are known as "reverse joints" because the fee-section is mistakenly seen as the knee. In reality, the animal is standing on its tiptoes, so the joint is not bent backward at all.

Hooved Furries' Physiques

Use fat and muscle distribution to show differences

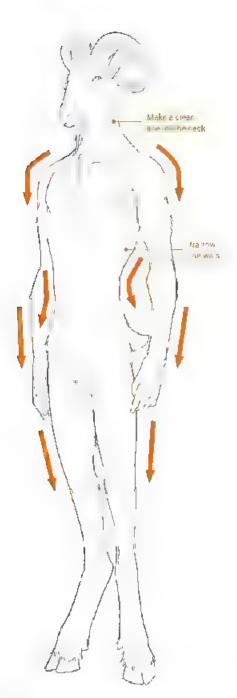


Average

The physique is surprisingly muscular. Create a lean line for the body and add tendons to the muscles in the pectoral, oblique and thigh areas to indicate a muscular physique.

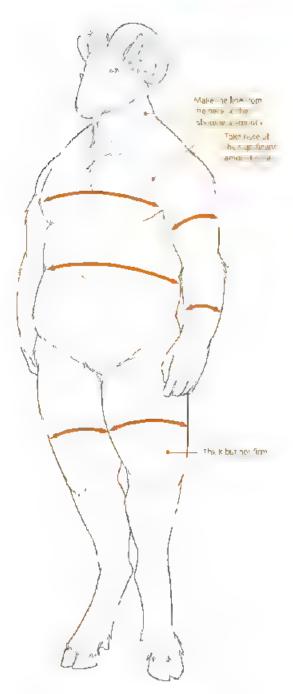
Muscufar

Thickening the neck and making the shoulders slope allows for the expression of bulges in the shoulder muscles, creating a still more massive physique.



Slim

As there's little muscle the line from the neck to the shoulders is relatively even, so use a smooth, curved the to draw it. The legs are also not very muscly meaning that the length of the legs is as steet to convey in this body type.



Plump
Make the neck short and lengthen the line of the shoulders. This broadens the shoulders and makes the body seem larger.

Hooved Furries' Ages Draw features to show age differences



Youth (6-14 years)

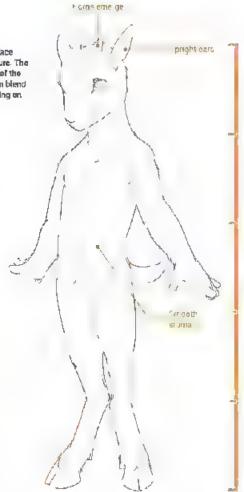
The muzzle lengthens and the entire face takes on a rounded outline and structure. The horns start to emerge Draw the base of the horns as slightly bulging to make them blend in with the side rather than simply sitting on top of the head.

Infancy (0-5 years)

The lower legs are long in proportion to the body, so the body is not balanced for waiking on two logs. The home have not yet grown. The face is small and the ears are long compared with the head. Make the ears droopy.



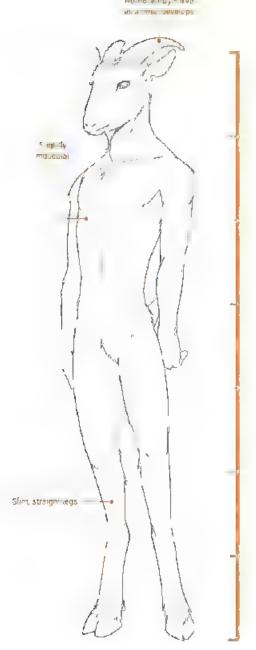
The ages indicated are based on human ages.



Adolescence (15: 19 years)

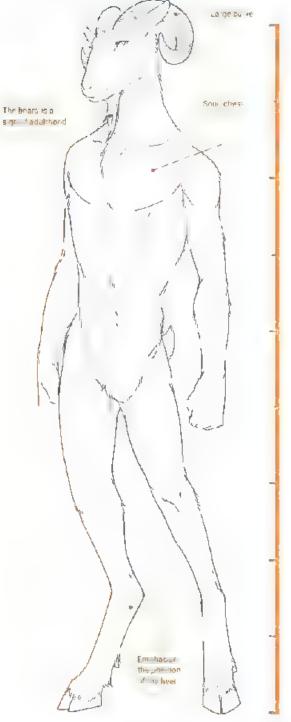
The muzzle becomes clearly defined emerging from the rounded facial outline and the horns grow and begin to curve. The area from the hooves to the heels and the knee joints becomes more defined and the lower legs lengthen.

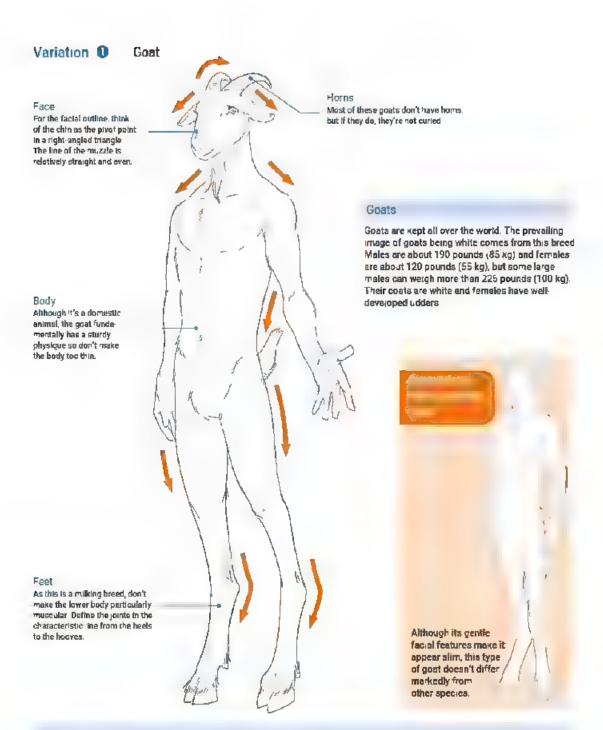
Heine Ichti, * Ifve



Adulthood (20 years and over)

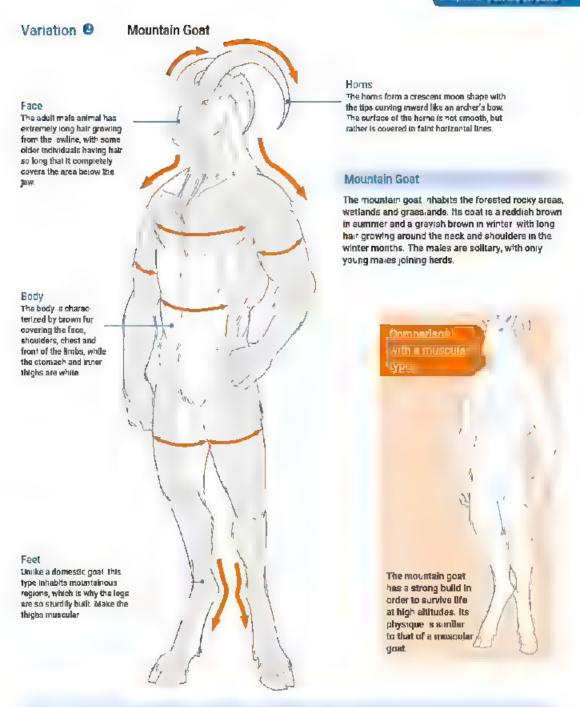
Add muscle to the lower body to form a sturdy physique. Add muscle to the neck and chest also Make sure the height of the tips of the curling from a seymmetrical when drawing them.





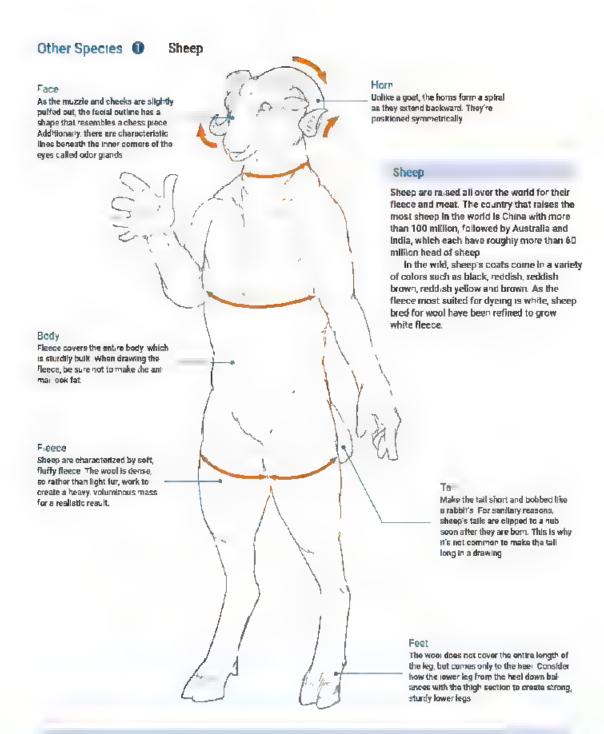
Think goat, think saanen

Most goats raised in Japan are the standard breed or Japanese saanens, which are a hybrid. Japanese saanens were refined in Japan in 1949. They are a result of cross breeding the native Japanese shibayagi, which came mainly from the Kyushu region, in the 15th century with the saanen, which was imported from Europe. The females are raised for milking while the males are bred for meat, mainly in the Dichawa region.



Hailing from ancient ruins

Bones presumed to be from domesticated goats have been excavated from ruins in Jericho, Jordan, which is said to be one of the world's oldest agrarian settlements. These domesticated goat bones estimated as dating from 6000 7000 B.C.E. are consistent with those of the mountain goat. For this reason, it is thought that the mountain goat was domesticated and became the goat that we know today.

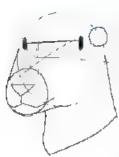


Personality differences between sheep and goats

Sheep are mild-mannered and gentle and are also said to be cowardly and indecisive. In contrast, goats are found to be extremely inquisitive, lively and self-centered. These traits are sometimes utilized by installing a goal as the leader in a herd of sheep. This method allows the entire herd to be controlled by the goat, which is then controlled by a human.

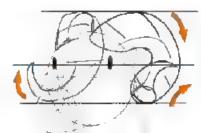
How to Draw a Sheep's Face

Watch the distance between the forehead and muzzle



Blocking-In

Blocken the circles for the facial outline and muzzle Draw the muzzle to sit below the center line, slightly beyond the facial outline.



② Rough aketch

Block-in the ears and home. The homs don't extend up like a goat's, but rather ourse in a direction just behind the ears.





Make a clean copy

Characteristic flaces covers the forehead, cheeks and neck in contrast, the sikh is bare from the eyes award. Make flac horizontal lines over the homs to complete the work.



Sheep's Expressions

Exaggerate the eyes and mouth



Joy

That op lip of a sheep is divided in two. Make sure each side of the mouth is raised equally, keeping in mind a wishapa spreading out horizontally as you



Rage

If may be due to the fleece covering the entire face, but sheep have a mild-mannered appearance. Try to exaggerate the expression by making the eyes triangular and showing the teeth bared



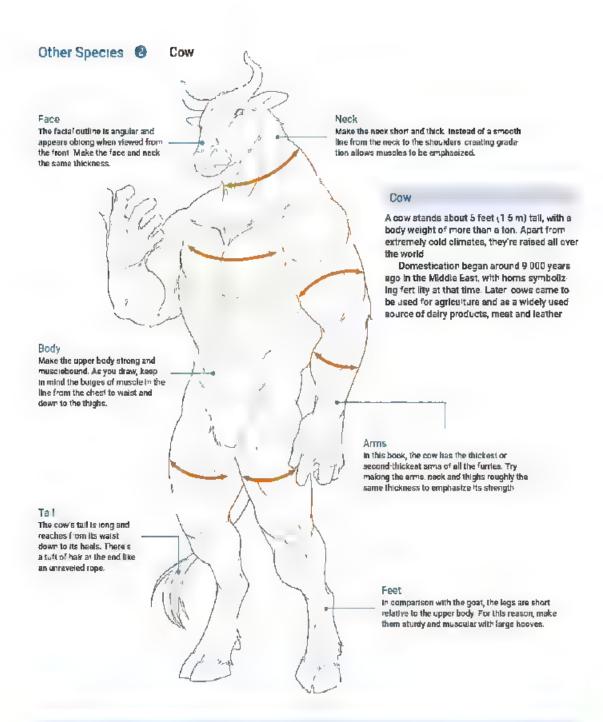
Make the area between the brows form a * shape that extends out to above the eyes. Doing this conveys address purely through the expression in the eyes.



Surprise

Sorp the upper and lower jaw open up wide to create the expression of surprise. Don't after the size of the pupils as the eyes grow big and round.





The cow's four stomachs

The cow is the stereotypical ruminant animal, bringing food that has been partially digested in its stomach back to its mouth to chew. Repeating this process allows the cow to digest food effectively. Cows have four stomachs, but only the fourth stomach, the abornasum, has the function of secreting gastric juice as a stomach usually would. Positioned near the mouth, the first to third stomachs are actually esophagi that have changed form

How to Draw a Cow's Face

Make the face tough and squarish

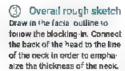


 Blocking-in
Think of the facial outline as a drole, with the muzzle an oblong shape. Draw the blocking-in line of the neck not from below the face but rather from below the muzzle.



Rough sketch

Think of the horns as an ovel shape that elts acrose the top of the head. Draw in the tips of the horns to match the ovar shape, making the horns the same height on both sides.





Draw in the nosires as horizontal evals and add the outer lines of the muzzle around the nostrils. Add the bulge of muscles to the neck to complete the work



Create expression within a rigidly defined face



Joy

Raising the ends of the mouth creater the appearance of smiling. At the same time, be aware that over-exaggerating this expression will negate the cow's powerful image,



Rage

The area between the eyebrows tences and bulges form in the muscles. Define the lines of the eyebrows to emphasize rage and make the ears turn out to the



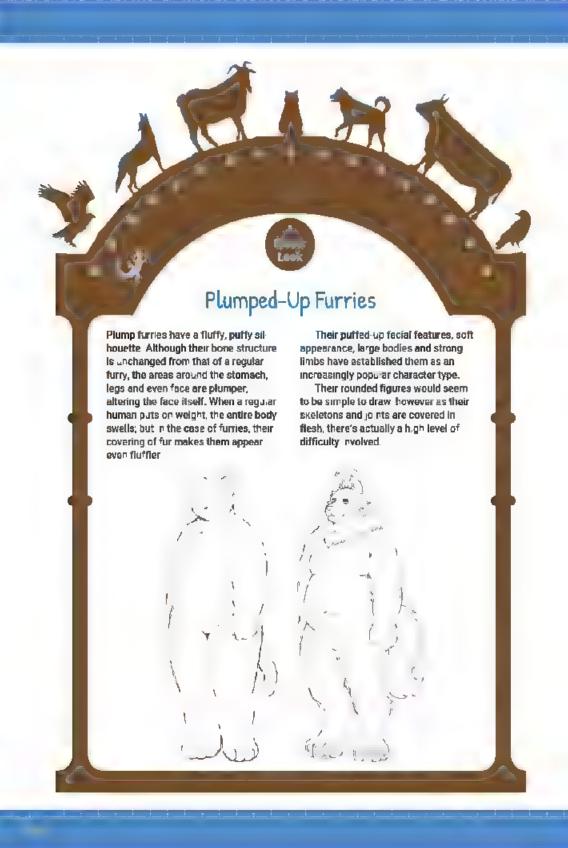
Draw the eyes with the outer corners lowered and make the ears fold down. This creates the sense of sadness



Surprise

Allowing the mouth to gage open sloppily creates a look of surprise. Like goats, cows have no teeth in their upper jaws, so only those in the lower jaw are visible.





Feathered Furries and

Flying Beasts



Bald Eagle 78

Hawk 90

Owl 91

Parakeet 32

Crow 94

Fearsome Dragon Furries 90

Japanese Dragon 108

Wyvern 109

Beast Dragon 1.

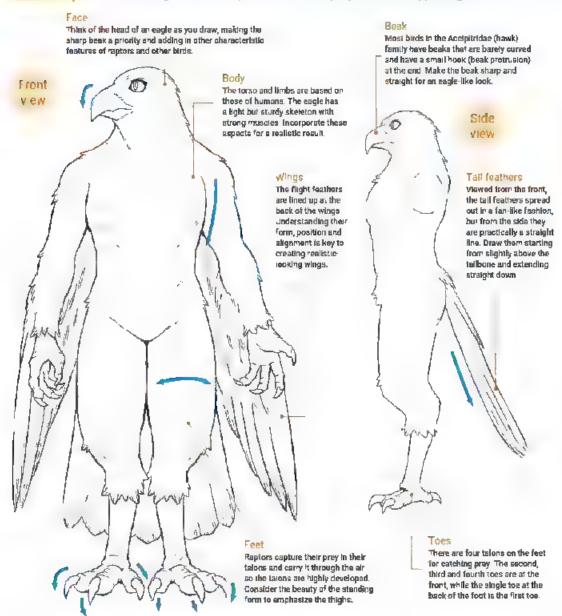
Lizardman 112



How to Draw Bird Furries

Birds present a range of motion options, flying, walking and their beak structures present the artist with unique challenges and rewards. Birds are said to have evolved from dinosaurs, becoming highly compact and airborne. There's a huge variety of types, ranging from adorable birds such as sparrows to ferocious predators such as eagles and hawks. Embrace the range of choices these winged wonders offer

Male Furry The bald eagle: the most powerful bird of prey with a sharp, straight beak



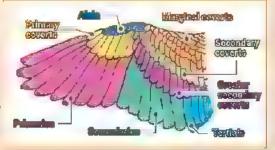
Female Furry Use rounded forms of a human to express the line of the body



Expert Tip O: Flying Furries

Basic structure of bird wings

Within a bird's wing, three types of "flight feathers" are used, with the primary feathers producing thrust, the secondary feathers producing lift and the tertiary feathers filling the area between the torso and wings. Covering these, as the name suggests, are the "coverts." The aluis works to prevent stalling during low speed flight. The exact number of each is also important, but a grasp of how the coverts and flight feathers are arranged is top priority. Furthermore, the flight feathers are large and stiff with a thick fine called a rachie running through them. Incorporating this into your drawing increases the level of expression and accuracy.



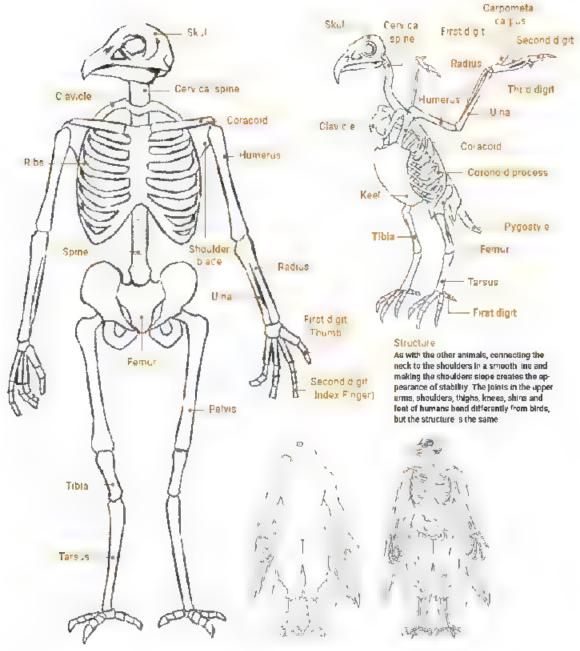
Bone Structure Mixing a bird's bone structure into a human's

Furry bone structure

The bone structure of the torso is the same as a human's. As birds have only three digits and humans have five, furries split the difference by having four. The legs are also depicted with reference to a real bird, with the tarsus clongated. In order to balance when standing, the tible has been shortened,

Animal bone structure

The large wings are supported by the bone structure of the arms. Within the wings there are octually bone structures for the first, second and third digits. The humerus and other parts are the same bone structure as those of humans, and the form resembles a human with outstretched arms.



How to Draw the Body

I weaking the bird-like qualities alters the look



How to Draw the Face

Emphasize a bird-like appearance in the face

Blocking-in the face

Structure the face with an oval and use a thick cylinder for the neck Make a cross over the circle that forms the base for the face and decide on the basic position for the large eyes.



Blocking-in the muzzle. This is the most character-

This is the most characterlatic feature of bird furles. Draw that lines for the beak, keeping in mind its sharpness and how the texture differs from that of the head

Draw the out me

Determine the shape of the lower beak at this point. Keeping the eagle's beak straight makes it look realistic



Make a clean copy

Fine-tune the position and size of the eyes to complete the work. As birds, eyes are usually close to the nose (the part where the upper beak emerges), position them in the same way as for a human face.

Adding Expression

Make good use of the upper and lower beak



OP

Open the beak wide and
curve the lower section
in particular to express
a smale. Adding lines
like curved eyebrows
above the eyes further
expresses joy



Rage

Lower the ends of the mouth and add deep wrinkles in the cyebrows. This expresses the level of extreme rage.



Sadness

Lower the eyebrows and ends of the beak to express saddess. Further owering the ends of the beak—the comers of the mouth on a human—increases the range of expression.



Surpr se

Open the heak to its very limit. Make the eyes per fact circles with shrunker pupils. Add a drop of sweat on the side of the eyes just like for a human.

Angles of the Face Retain the fearless appearance regardless of the angle



Side view

Refer to actual pagles and birds to see how the upper and lower sections of the beak fit together.



Diagonal

As this angle, there will be a conspicuous change in perspective for drawing the beak. Bring out depth by creating a well-rounded curve.



Front view

The firm outline and direct gaze are key points. Make the upper beak by forming a long diamond and positioning it in the center of the face for a balanced look.



Characteristics of faces of birds in the Accipithdae family

n addition to the characteristic beak, the long-rounded nostrils with no protrusion in the center are also key to the character's development. Known as the cere, the exposed section over the base of the upper beak is also a characteristic of birds in the Acceptitidae family (in parrots and other birds it's covered with feathers). Keep in mand that the inses are yellow or brown to create variety through the colors of the eyes.



View from above

From this angle, the eyes become triangular and the lower beak is barely visible. For this reason, the expression appears thoughtful and restrained.



View from below

This expression creates a look of intimidation. Depending or how the line for the upper beak is drawn, various expressions can be created.

Beastly Hands Use feathers and claws to achieve an ayıan look Drink of a human wearing clothes Arms sprouting feathers ① Human arms Soft feathers add a birdlike touch. in order to draw bird furries, first of all If you can draw human arms well, draw histor arms. The upper and lower arms are about the same length. Keep there will be no problem. this in mind to create a realistic look Use fine feathers to make a smooth joint Femur Bird wings Arms with to ons The wings are covered in feathers and feathers to enable flight, and the bone Radius \ Jina Depict sharp taions on the hands structure has also altered for and add wings to the arms for an even more aylan appearance. Use this reason. The fingers are not able to grasp objects sharp lines to create the outline of the wings. Add fine feathers to adjust the area where the wings job the arms.

Miss ng links?

An interesting theory showing the relationship between dinosaura and birds posits that dinosaurs are the closest relative to birds. The view is that birds are creatures that have survived until now after having evolved from particular dinosaura (the theropods introduced in the chapter on dinosaurs). Furthermore, dinosaura sported body hair like birds. However, the exact link between birds and dinosaura has not been proved. Even so, there's a sense of romance in the theory that dinosaurs, extinot for millennia, have aftered and disguised their appearance and continue to live among us to this day.

Beastly Feet From human feet to bird feet

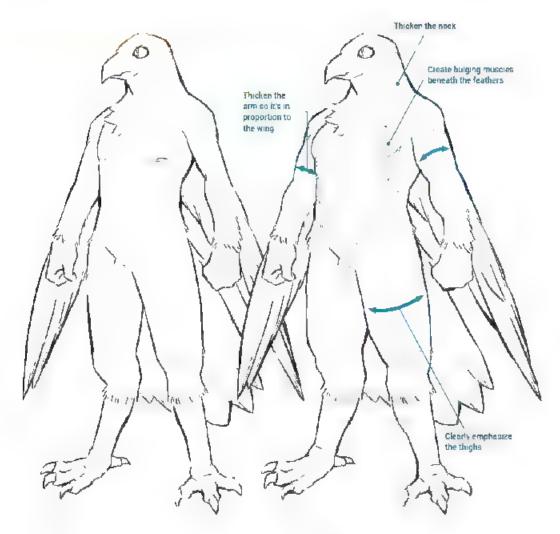


How birds grip branches depending on their species

Most birds have three digits in front and one behind. This is known as an anisodactyl foot as in the illustration, and is surted for gripping branches. Parrots and budgerigars have only two digits in front and two at the back (known as a zygodactyl foot). Owls are unique in that their feet are zygodactyl when gripping branches but on flat surfaces, one digit pivots so that they have three digits in front. In this book, the feet are depicted as anisodacty, but depending on the type of bird, it's fine to change the form of the digits on the feet to suit your needs or inspiration.

Bird Furries Physiques

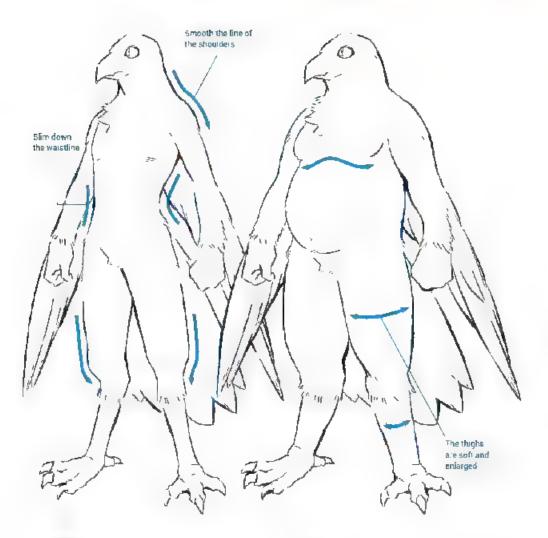
Use fat and muscle distribution to show the differences



Average In the case of a bird furry based on an eagle, the average physique resembles that of an actual eagle but a sughtly more muscular

Muscular

Add muscles such as the abdominals, firm up the contours of the body and thicken the limbs. Adding volume all over the body makes for a strong physique.



S m

Make the shoulders parrower and sloped Tighten the area around the waist and buttocks if you don't change the volume in the wings, the figure will retain its fearless work.

P amp
Add volume to the entire figure without showing muscle. Bring out the look of roundness from fet in the plump belly and thick neck.

Bird Furries' Ages

Draw features to show age differences

Expert Tip 9: Bird Furries

The differences between chicks and adults

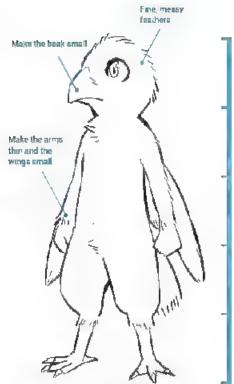
Most young birds have plumage of a completely different color and pattern from those of older birds.

This is because in the process of developing from a chick to an adult bird, moulting results in most of the feathers on the body being replaced. Even in a bald eagle chick, the gray, furfly feathers change into the characteristic two-tone black-and-white feathers of the adult bird. As their appear ance alters so much, some birds are called different names at different stages of development, such as chick, fledgling or pullet. When drawing young bird furries modeled on existing birds, make sure to check what they look like as chicks.



Infancy (0-5 years)

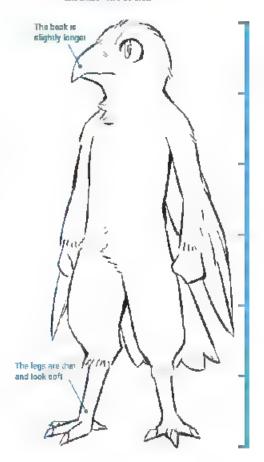
As the bird is not very old, keep an infant in mind to create a rounded facial outline and beak.



The ages indicated are based on human ages.

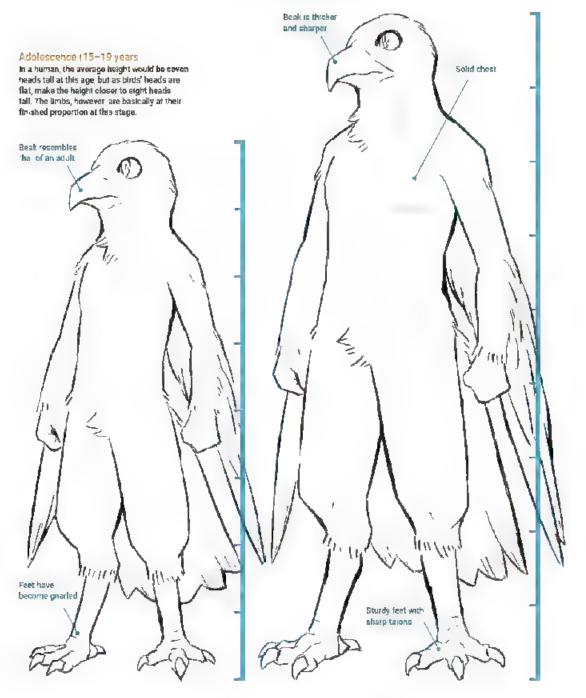
Youth (6-14 years

A human would be about 6-7 heads tall at this stage, and a bird funy is similar in terms of proportion. Make the arms and ilmbs more defined.

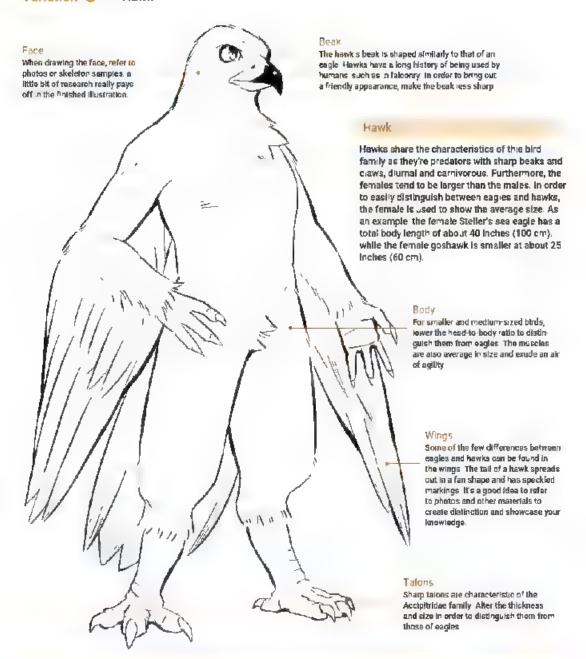


Adu thood (20 years and over)

Compared with an adult human, the head-to-body ratio is a lot higher making for a fearless-fooking figure. Use the size and shape of the eyes to bring out a more adult look.



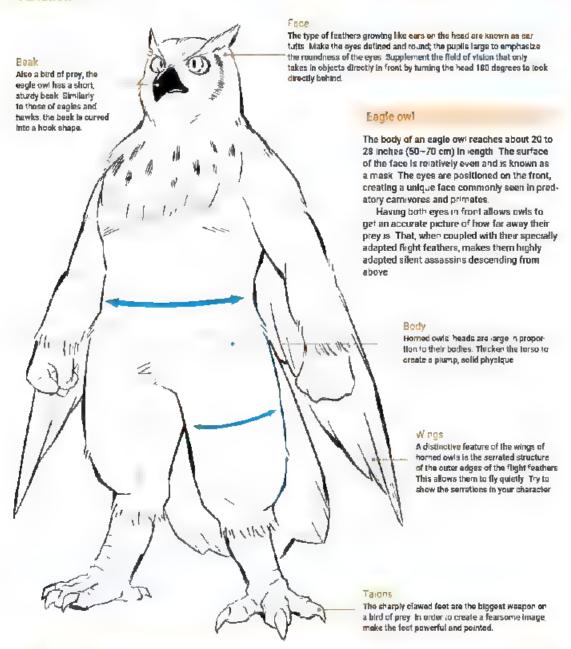
Variation Hawk



Parent The relationship between humans and birds of prey

Hawks tend to be solitary birds. However, falconry, the culture of training birds of prey brings these loners into the human fold. In Japan, falconry has existed since ancient times, referred to in the "Nihon Shoki" (chronicles of Lapan dating back 1 700 years). Falconry is still practiced in Asia, Europe and the Middle East, with a range of birds used including hawks, eagles and peregrine falcons. In Japan, it's mostly goshawks and peregrine falcons that are used.

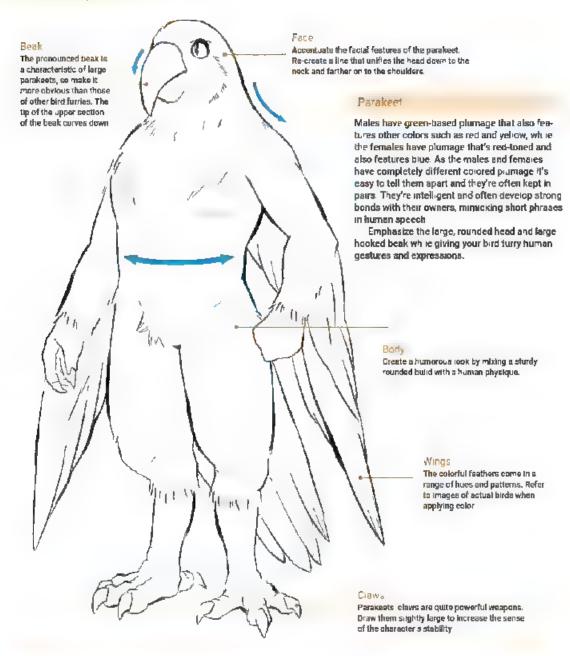
Variation @ Owl



The wings of owls were incorporated into the bullet train

The reason that twis can fly so quietly and shertly swoop down on their prey is that the serrations on the wings diffuse the air. In the 1990s, this quality was applied to partographs as a measure against noise when the Shinkansen 500 ceries was being developed. When serrations similar to those of flight feathers were applied to the pantograph, noise was reduced by about 30 percent. Incidentally, at this time, the shape of a kingfisher's beak was also incorporated to reduce wind resistance. Birds are useful to humans in unexpected ways.

Different Species Parakeet



Differences between parakeels and parrits

Parakeets are often confused with parrots. Both belong to the parrot family and share traits such as the shape of their beaks and their ability to mirrie human speech. The difference is that parrots have a crest and parakeets do not. Cocketiels have "parakeet" in their Japanese name, but as they are crested, they are actually parrots.

How to Draw Parakeets' Faces

Reflect the short, stout build in the bird's face



Discoung-in for the face Make a cross over a circle to prepare for positioning the facial elements. The parakent's eyes are big and bright, so make them larger than those of other birds.



Blocking-in for the muzzie

Consider the position and shape of the beak. Along with the eyes, this is an element that determines the facial expression, so consider various options.

③ Draw the outline

Decide on the shape of each factal element. It's fine to make the beak larger. As with the real bird make the beak rounded at the tip.



Make a clean copy

This is the completed result. Take note of the air of intelligence that a parakeet exides, more so than other birds.



Parakeets Expressions

Use the beak and eyes to differentiate between emotions



Joy

Curve the lines that equate to the eyebrows, make the eyes an arched shape and open the mouth to create a standard expression of joy



Dage

Lower the parts that are equivalent to the corners of the mouth even further to create a still stronger expression of rage

Sadness

Make the eyes half closed and lower the eyebrows to create an expression of sadness. Opening the beak makes for an evermore disappointed look

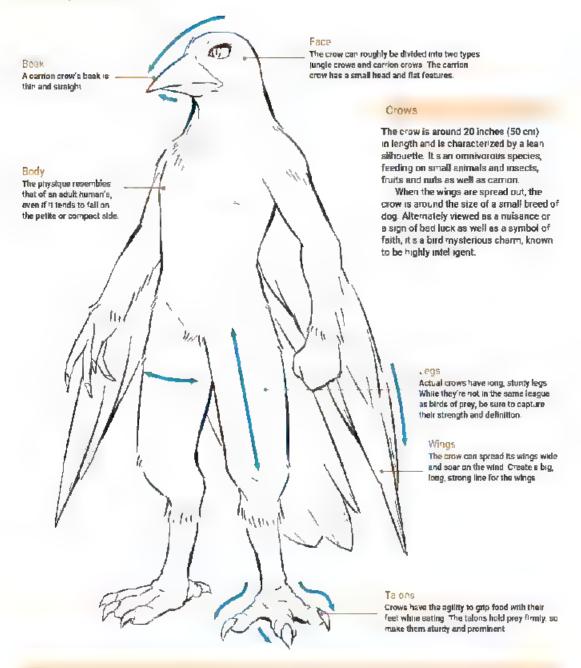


C. IDEIA

The basic expression of surprise is wide-open eyes and a gaping beak. Parakeets have a developed tongue, so use chibit techniques to make it stick out.



Other Species 😉 Crow



The crow is an ancient ally

Since ancient times, crows have appeared in folkfore and myths all over the world, even emerging as objects of worship in some regions. In Japan, too, crows are seen as being messengers of the mountain gods, and there are Shinto fortune teiling rituals that involve crows. The best known crow worship in Japan is that of Yatagaresu, the three-legged crow that's considered to be the incarnation of the sun.

How to Draw Crows' Faces

Accountuate the angular features



 Blocking-in the face
This face is based on the crow Make a vertice line with two short hatches across it to mark out the position of the eyes.



Blocking- n the muzzle

Block: nahe muzzle in the same order as for the eagle. On a crow the line from the beak to the cheeks forms a gentle curve, making it an Interesting feature to incorporate.



Draw the outline

Without making any major changes, draw in the outline of the face. Lightly draw in the flow of the feathers to follow the facial structure.



Make a clean copy

Although the whole body appears glossy black, you could try using other colors ton. Coloring will create differences between crows.



Crows' Expressions

Channel crows' friendliness



Use the eyes and beak to create a human smile that



Actual crows often threaten people when nesting.
Raise the eyes and slightly sharpen the beak



Sadness

Make the eyes droop and close the beak to create a ionely expression.



Surpr se

The detail of wrinkles around the eyes aids in expressing emotions of all kinds, so pay attention to this point.



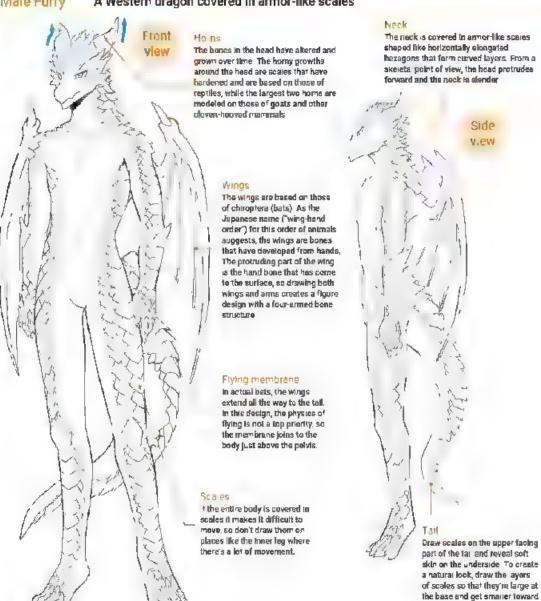


Fearsome Dragon Furries

Dragons are fantasy creatures that factor prominently in myths and legends. Most dragons' physiques and physical features combine the hybrid parts of various animals, which is what makes them an ideal furry candidate and so much fun to draw.

the tip of the tail.

A Western dragon covered in armor-like scales Male Furry



Female Furry

A dignified, fearless female dragon



Face

In reptilian terms, the nos of a dragon furry most resembles that of a turtle, with a buiging tip. The mouth is positioned slightly below and back. Draw the scales fanning out on an angle toward the back. As there's a strongly demonic air to this character, make the pupils long and vertical.

In contrast to the muscular body of the maje dragon furry, use a soft line for the navel and chest. In the same way as for the male draw scales along the side of the body but keep them within a confined area in order to show the softer side of the skin.

Expert Tip 👄: Dragon Furries The shapes of scales

The scales are made up of diamond and hexagon shapes in about four different sizes. The shape is up to you, but distribute them in a consistent and regular fashion for a more accurate look.

Neck

The overall build is slim so the neck is slender. To create a powerful dragon-like appearance, create a dense growth of large scales on the neck.

Side

Use horizontally elongated hexagons to cover the feet in

armor-like scales. Slightly raise the heels off the ground.

Expert Tip @. Dragon Furries

Connecting the face and body

n most animals, including dogs, the head and neck form one unit. When drawing furries, think about whether to depict them this way or with the head resting on the neck like that of a human. The body of an animal from the head down to the back also tends to form one unit, so not only in dragon furries, but in others too, making the neck thick and the shoulders sloping creates a more animal-like appear ance Keep this in mind to create distinctions when drawing to create variation in your work.





Bone Structure

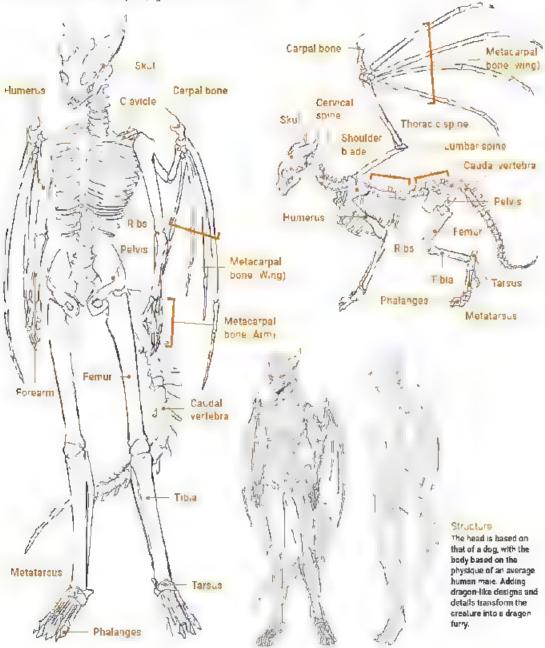
Adding human bone structure to a creature that combines various animals

Furry bone structure

The wings on the back are the biggest feature of the dragon furry's bone structure. The wings join to the body at the edges of the shoulder blades, with the joint of the humerus adjacent. Just as the wings of bats are equivalent to evolved hands in human terms, dragon wings look to the bone structures of hands as their base. However, the regular bones of the arm are also included in the structure, making for four arms in total

Animal bone structure

Here, the skull of the imaginary dragon is modeled on the skull of a dog, with just the tip derived from the bone structure of a lizard. However, you may prefer to try bosing the skull on that of a horse to create a different impression. The scales give the dragon a strongly reptilian impression, but the bone structure actually resembles a cat or other mammal.



How to Draw the Body

Making the human form resemble a dragon

Blocking-in

Use blocks to create the head, neck, torao, shoulders, arms and age to roughly block-in a human figure

The body is slightly twicted in this pose. This is achieved in the same. way as for a human by altering the angle of the lumbar spine, which determines posture

Roughly decide on the position and sweep of the tell at the stage. Most talls grow from jast above where the buttocks divide

 Rough sketch

Join the blocks together and Join the blocks regether and flesh out the wings and head. At this stage take care to make the physique fairly average rather than creating a massive build.



When creating a more muscufar physique it's fine to add more volume to the legs and arms

3 Line drawing

Make a clean copy and create a line drawing. If there are several lines on top of one another that make connecting the parts difficult, use blue pencil to make a clean copy of the rough sketch drawn in black pencil as this allows the lines to connect smoothly. Have a go at using these kinds of manual techniques

If creating a female dragon charaoler, make necessary adjustments to details at this stage such as altering the amount of okur covered by coales and changing the line of the navel for a softer арреагалое

Completion

Adjust details to complete the work, keeping in mind the solid build of the figure The creature is of course imaginary, so as long as the coloring is attractive, h's up to you.



Aftering the length and volume of limbs and the barance of the torso makes for a different physique, so try various looks

How to Draw the Face

Keep in mind the features of a dog

Blocking-in the face

Combine a cylinder for the neck and a cone for the face, picturing a dog as you work. Make the end of the cone parallel to the cylinder for a balanced result.

Blocking-in markings

Draw the center line and add in the harizontal line across it to form the facial outline. Add the line for the muzzle (nose and mouth) as well

Draw the out ine

to add the dragon a details, tidying up the overall outline

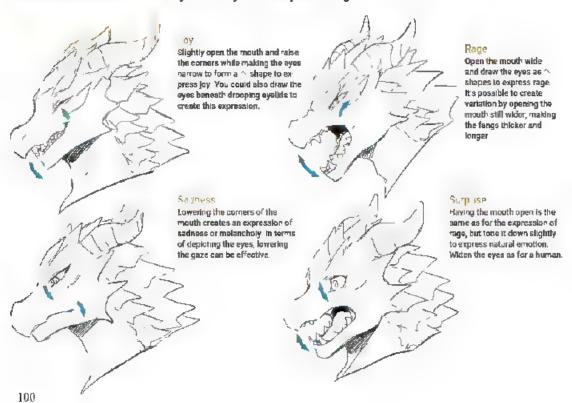
use the blocked in markings at the same time. Keep in mind adjusting the position of the eyes

Make a clean copy

Adjust the details of the scales and firm up fine details. Pay particular attention to changes in the contour around the tip of the nose, the line of the neck and the size of the eyes

Adding Expression

Rely on the eyes to conjure a range of emotions



Angles of the Face

Pay attention to the angles of the horns



Side view

This is practically the face in profile. If you keep in mind that the tip of the nose, neck and back of the head are all parallel, the face in profile should be well-balanced.



Diagonal

Variation can be achieved not only via the angle of the face but also through the line and form of the home. Depending on the direction in which the face is pointing, the right eye may be visible beyond the muzzle.



Expert 11p 0. Dragon Furries



The line of the nose leyes and horns

Viewed from overhead, a single line connects the nose to the eye and through to the horn. Use this chain of positions as the foundation for the face. Tweaking the positioning, shape and degree of spread between the horns allows for the creation of an even more appealing face.



The face is based on that of a dog. Keep in mind that when viewed from the front, a dog's factaoutline is a diamond shape, and if facing forward the tip of the nose is lowered,

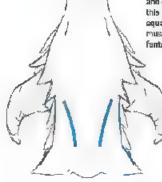


view from below

In comparison with the upper jaw, the lower jaw is narrower and smaller It's possible to capture and convey even details such as this Drawing in the ine that would equate to the sternocleidomastold muscle in humans makes a funtasy creature more realistic.



The face is based on the dog, a camiyorous anima.. For this reason, the eyes are on the front of the face in order to easily seek out prey. The eyes of herbivores are on the sides of their heads



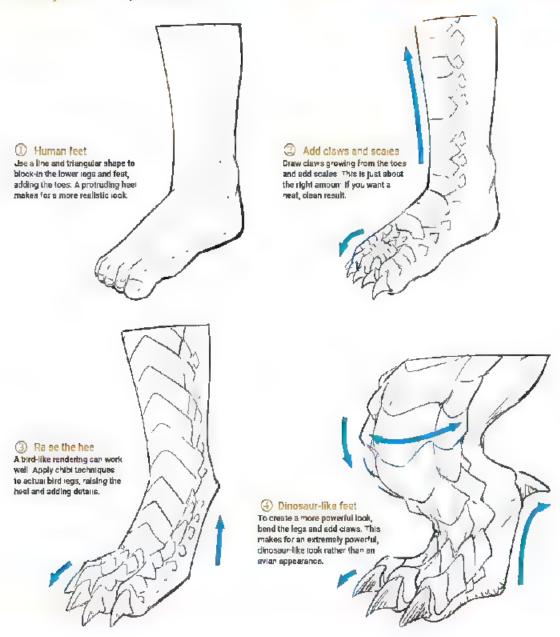
Beastly Hands Alter human hands to create variations ① Human hands Claws and scales The basic human hand. While you Here, we tried retaining the look of will be adding detail, it's important to the hand but adding sharp claws firmly establish the foundations when and subtle scales to the back of the sketching. Adding flesh to the bones hand, variation can be created even and joints is the basic principle. with only a small number of scales by altering their size. Hands covered in scales Even more extreme Rather than scales, the hands Various shapes of scales make name man scales, the hands appear encased in a shell in this extreme randering. If you want to create a wild appearance go for a rugged, intense look like this various snapes or scales make the hand more beast like and much less human. You may want to refer to exist ng animals to achieve your desired shape and form. Fingers are thick

Var ous animals combined

Apart from dogs, which form the base for making a dragon furry, other animals can also serve as references. When it comes to the hands, look to mamma is such as eats and bears that have paws that can grasp objects. In this respect, other unexpected species are helpful as a reference for drawing dragon furries. Using a dog as the base, incorporate parts of various other animals into the figure. This is one of the pleasures involved in drawing a furry derived from a dragon, a creature that already doesn't exist in reality.



Beastly Feet Iry bold variations

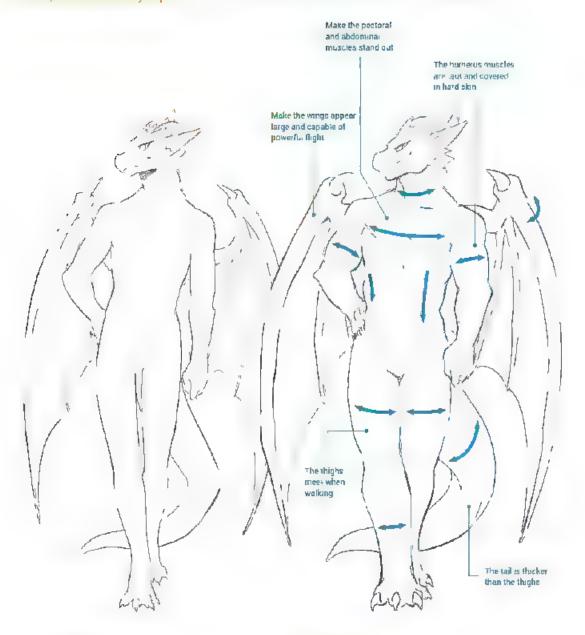


Consider the function of claws

An mals such as cats generally have claws so that when they run, the claws function as spikes on the surface of the ground. This is why they're rounded at the end and aren't used for hunting. Contrastingly most birds use their claws as weapons, if incorporating characteristics such as claws into dragons, feet, consider their function in order to determine their direction and shape at the ends of the claws.

Dragon Furries Physiques

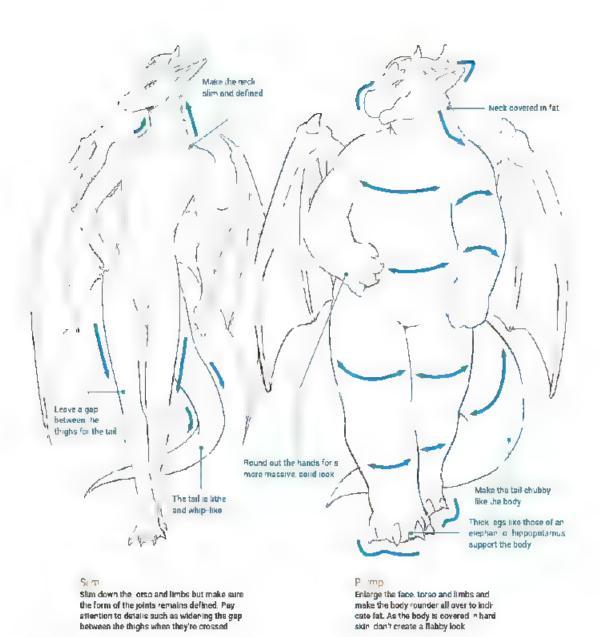
Use fat and muscle distribution to show differences



Ave age
The average physique corresponds to a medium build in a human. Have an accurate understanding of human structure in order to correctly depict the body's uneven surfaces

Miscular

For a powerful appearance, create more volume in the wings as well as adding muscle to the limbs. Dalineating the atomach muscles makes for a more massive look



Etagons legg ayers or live birth?

Animals can broadly be categorized into those that lay eggs (oviparous) and those that give birth to live young (viviparous). In general, the former are reptiles while the latter are mammals. So which category do dragons fit into? In movies and games, there are many scenes where dragons hatch from eggs, and "dragon egg" toys are avallable on the market. It would seem that dragons are thought of as being oviparous.

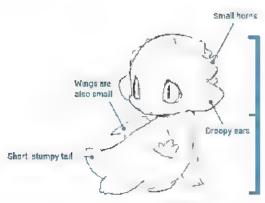


Youth (6-14 years)

Create a child-like look by making the figure 3 heads tall and bring out more sharpness in facial details than for the infant. Make the horns, wings, tall and other drager characteristics more defined than for those of the Infant. This is an effective way to show development.

Infancy (0-5 years)

For the infancy period, picture a puppy walking on four legs. Make the face, body and limbs short and rounded for an adorable look. Making this eyes large and mund gives the impression of mmaturily. In order to convey dragon-like traits, draw horns, wings and a fall, even if they're small.



The ages indicated are based on human ages.



expert f ip 🗗: Dragon Furries

Pay attention to ratios in the body to make drawing easy

When drawing dragon furnes, it's helpful to keep the proportion and ratios of the human body in mind. The head and hands are roughly the same size, and the fingertips should reach to about halfway down the th ghs. Paying attention even to these two points creates a sense of stability for the viewer. When drawing dragon furries, keep. these rules in mind to a certain extent.

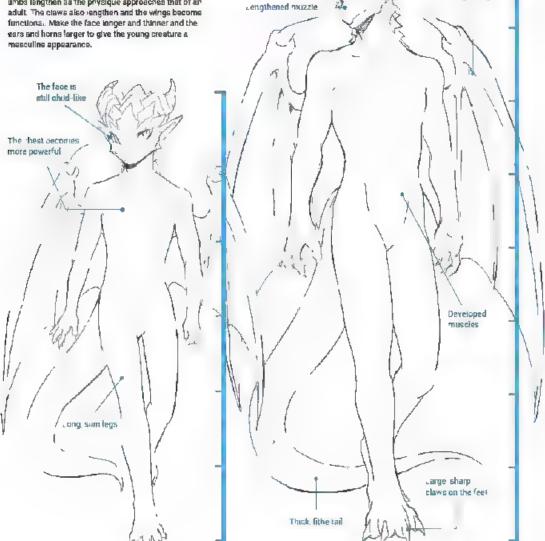
Adu thood (20 years and over)

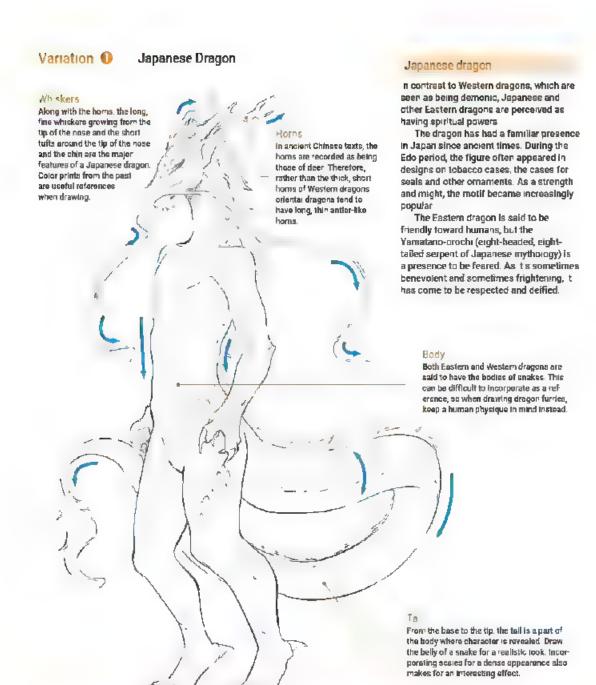
The balance of various parts of the body is relatively unchanged from adolescence however making the limbs and neck thicker creates a mature male appearance. The scales, horns, claws, wings, tail and other parts that create the characteristic look of a dragon also become more defined in the adult dragon furry.

Huge wings

Adolescence (15-19 years)

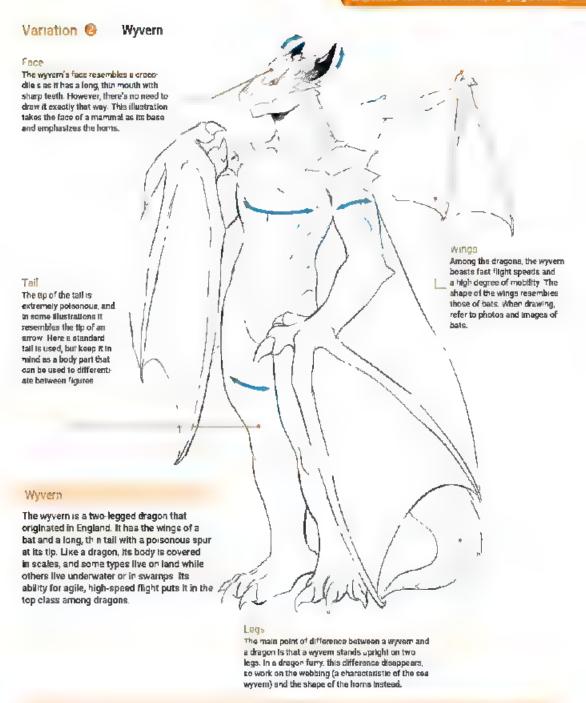
The figure stands around 6~7 heads tall and the limbs lengthen as the physique approaches that of an mesculine appearance.





The dragon as devi

The reason that dragons are thought of as demonic in the West is because in Christianity, they're portrayed as enemies of God. In Christianity, leviathan is a sea monster defeated by God. For these reasons, in the west, particularly in Christian Europe, dragons became established as demons and evil presences. In contrast, in the East, dragons are revered and often worshiped as gods,



A wide variety of wyverns

A wyvern is a variation of a dragon and includes the specialized creature known as the sea wyvern (or sea dragon). Wyverns are sometimes referred to as flying dragons and pterosaurs. Apart from this, there are also examples of two headed or multi-headed wyverns on coats of arms, and its ferocious impression has led to it also being used on coats of arms in the military

Face As with the other dragon furries by using a dog face and a human body for the base of the figure, it's possible to draw the fur similar to the scales on other types of winged beasts.

Horns

The face is dog-like but the horns are an original composition. Here, they extend directly backward to create a sharp impression

Neck

Use the dog furry as a reference and add fur from the neck down to the body. Don't go overboard with fluffy fur but leave some skin showing to create a dragon-like look.

Beast dragon

Originally a fictitious creature, the dragon has given rise to countiess varieties such as the wyvern. The beast dragon is a type that has in recent years come to be seen in various fantasy formats. The word "beast" in the name refers to the fluffy fur that is one of the creature a defining characteristics. As the body is covered with fur rather than scales, capturing the dragon's essence is both difficult but fun. Here, a mammal is used as a base to draw the beast dragon.

Body

Covering the body with fur can make the creature rook like a dog or cat, ao be aware of that possibility as you're drawling. Adding more volume to the build of the body can also make it look like a bear, so use an average or sitm physique.

Tax

Add far to the tail also, and draw in moderate scales to create a dragon-like appearance Fluif out the end of the tail to create a unique characteristic.

Bits and pieces about beast dragons

In this book, beast dragons are presented covered in fur but they're more derived from dinosaurs, particularly the theropods. Their characteristics include long, thin bodies, waiting upright on two legs, and having sharp teeth, so among the dinosaurs they'd most closely correspond to the tyrannosaurus and a losaurus.

n recent years, a derivation called a white dragon has entered the scene, spearheaded by Faicor, the dragon that appeared in the 1995 film "The NeverEnding Story"

How to Draw Beast Dragons Faces

Start with a dog as the basis for the face



① Blocking-in

As for the dragon furry, rework a dog s face to create a beast dragon's face Combine a sphere and a cylinder and draw in the muzzle (nose and mouth sections).



Blocking-in the muzzle

At the same three as deciding on the shape of the nose, work out where to position the syes, which should be on the front of the face as they would be for a dog or other camiyore. Block-in the position of the ears also



Define the ears and homs.
The homs, which are original creations, are positioned on the line running from the nose to the eyes it gives the creature a sharp, defined look.



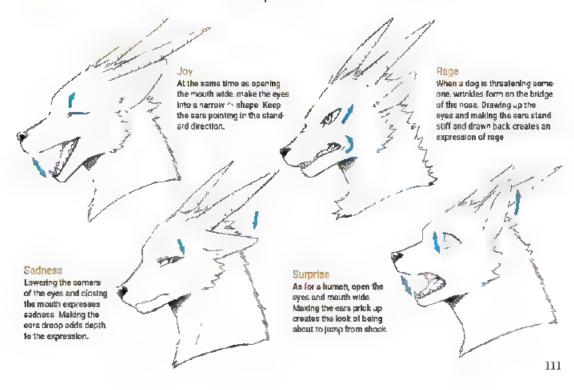
Маке в clean сору

After times to complete the work. On this angle, the right car should be concealed, so corrections have been made to reveal only a glimpse of it.

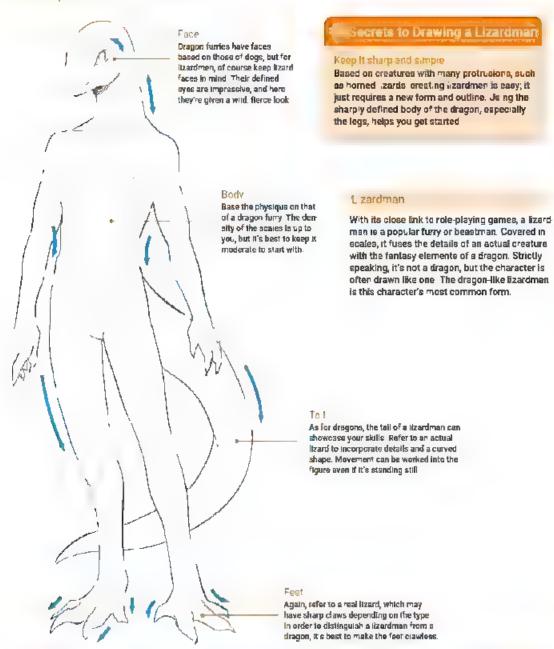


Beast Dragons' Expressions

Use not only the mouth and eyes, but also the expressive ears



Otner Species 8 Lizardman



C A staylegual

Lizardmen are associated with dragons because of their similar appearance and how they've been intergrated into pop outfure, in Kumo Kagyu's novella "Gobtin Stayer," a lizard priest transforms into a dragon in order to raise his rank. In that world, dragons are higher ranking than lizards, in the popular game series Dragon Quest, the lizardman is established as being a dragon-style monster and its wings make if look exactly like a dragon.

How to Draw a Lizardman's Face

Making a lizard's face into a human's



1 Blocking-In

Stack a conical form onto a cylinder and make a cross over the face to determine the position of the eyes and mouth. Think of it as drawing a human face.



Blocking-in the muzzle

Decide on the form and position of the eyes. Litards' eye can be roughly divided into those with vertical and those with round pupils. Here, they're vertical to create a more piercing appearance.





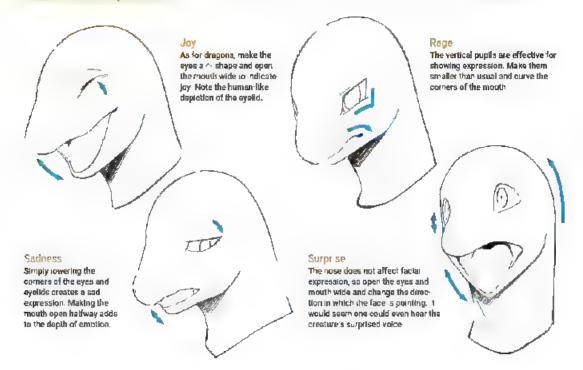
Make a clean copy

This is the finished work. The mouth and bridge of the nose on a lizard are clearly different from those of a human. Here, the nose has been made extremely low.



Lizardmen's Expressions

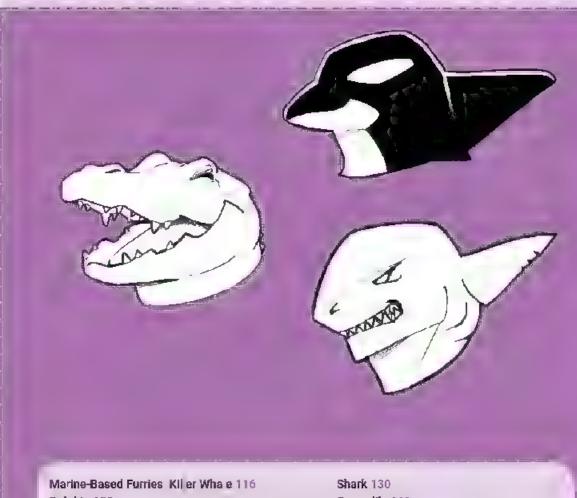
Use the mouth and eyes to differentiate among emotions





Chapter 4

Finned Furries and Sea Creatures



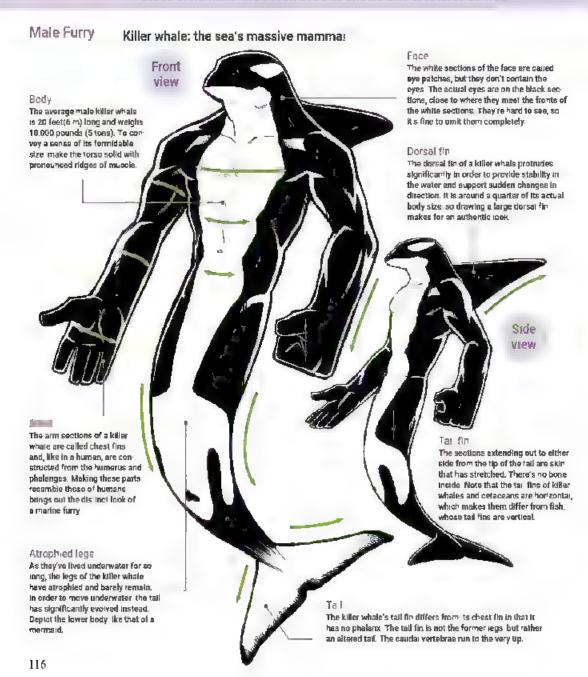
Dolphin 128 Whale 129

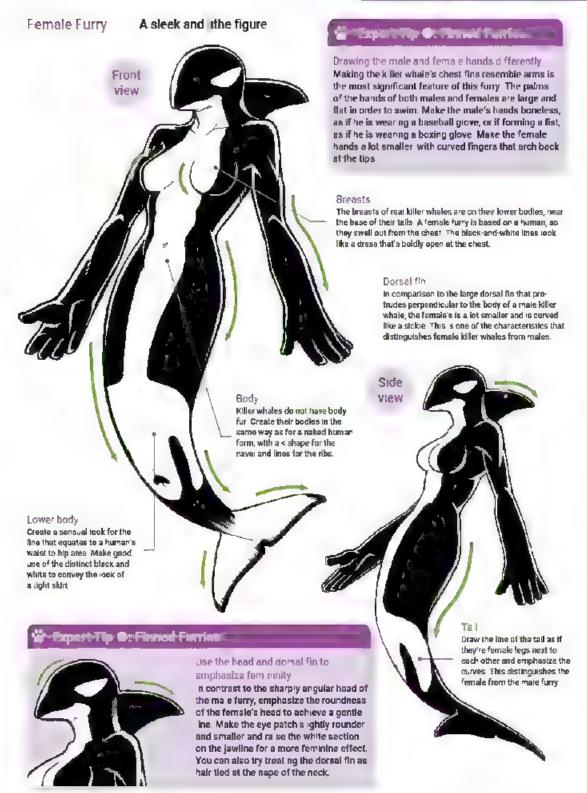
Crocodile 132



Marine-Based Furries: Killer Whale

Finally, the most unusual of the unusual, the marine mammals that have returned to the ocean from the land. Their bodies are similar in form to those of fish, but there are parts within their bone structure that are the same as those of humans. We'll look at other underwater creatures as well





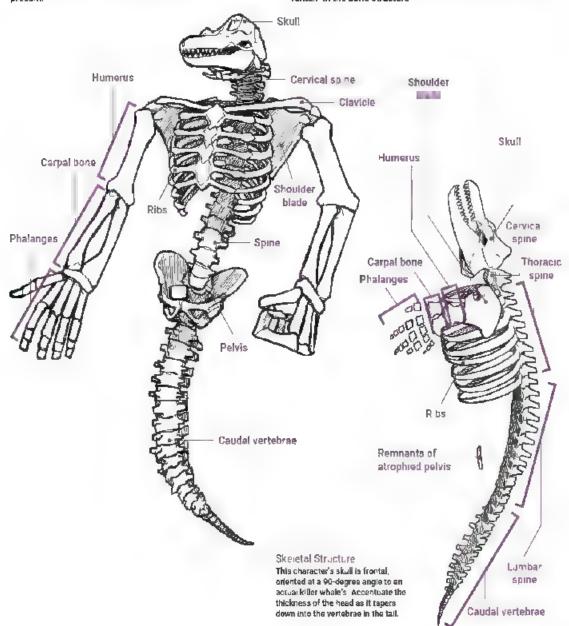
Bone Structure A human upper body; a killer whale head and lower body

Furry bone structure

The shoulder brades protrude prominently to support the thick arms. The length ratio of the humerus and forearm bones is similar to those of humans, but the thickness differs significantly. The phalanges are even thicker, exactly like gloves. The spinal vertebrae flow directly to the caudal vertebrae, forming the lower body. The definitive feature of the kill er whale furry is its pelvis, which should have alrophied, but remains solidly present.

Animal bone structure

Along with other cetaceans, killer whales are a species that has returned to the marine environment after—ying on land. For this reason, when looking at their bone structure, many of their body parts are surprisingly similar to those of land dwelling mammais. Although the measurements differ, the form of the arm bones and pharanges retain the vestiges of front legs. The hind legs have atrophied, but traces of what was the petris remain in the bone structure.

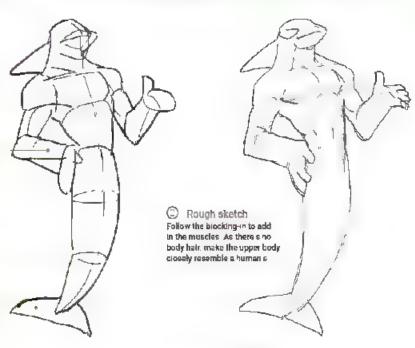


How to Draw the Body Use black and white to divide the body and emphasize muscles

Divide the killer whale furry's body into segments to create the blocked-in tigure. The lower body is to the form of a tail but think of it as human legs fined up together

The position of the killer whaters even is difficult to make out and the facial enpression is simple, so use the gestures of the arms and fingers to express emotion.

The tail fin is different from that of a fish as it runs parallel to the shoulder blades. Don't make it too big aim for tip be about double the size of human feel.



3 Line drawing Make a clean copy. Now is the time to add in the lines aeparating the killer where a characteristic black-andwhite markings.



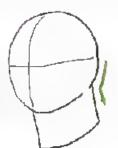
Occupietion

Apply black and white to the appropriate sections Use white highlights to make the muscies in the black sections stand our and create a sense of dimension.



Use simple lines for the composition

Blocking-in for the face Create a small, slightly elliptical shape for the face in order to create the appearance of cohesion between the thick neck and the head, block-in the neck at this time.





Use a quadrangular pyramid with a diamond shaped cross section to form the muzzle. To the back of the head,

add a dorsa. (In that is about the same length as the width of the head.



Add the fac a confours While being aware of the actual positioning of the eyes, add in the long horizontal eye patches. Slightly lifting the corners of the mouth adds expression



Add black and white, incorporating highlights along the cheek and edges of the dorsal fine at this time brings out the killer whale a characteristic gloss and solidity. The shape of the eyepatch and the opening of the mouth are two of the limited ways for bringing out expression.

Adding Expression

Use the teeth and eyepatch to express emotion



Raise the upper jaw and emphasize the sections of the mouth that are lifted. Don't make the teeth too sharp and keep the tongue soft for a good-humored appearance. Rounding the upper part of the eye patch makes for a smiling expression



Place significant emphasis on the fangs, baring the teeth all the way to the gums. Sharper the line of the eye patch and slightly raise the dorsal fin for an infuriated look. Firming up the factal outline also conveys the intensity of the rage



Significantly lower the line of the upper jaw and the dorsal fin to oreste the overall sense of deflation. Making the upper edge of the eye patch slightly concave adds to the expression of sadness



Make the mouth open so wide that the Inside of the upper jaw is visible. Make the tongue protrude slightly to create the look of alarm. Slightly rounding the eye patch makes the eyes appear open wide.

Angles of the Face Grasp the three-dimensional effect from various angles

Use the thick neck as a platform to hold the apindle shaped head. It's easy to make out the line from the roundness of the cheeks through to the muzzle. The surface between the back of the head and the dorsal fin is prectically flat, with no uneven sections



The killer whale's head section viewed from slightly above takes on the form of a baseball heimet with gentle curves.







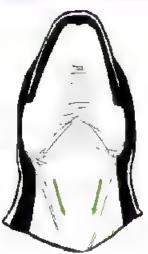
Front view The real eyes of a killer whale furry are just beyond the front edges of the eye parches, as they are in fact looking straight ahead. The head and neck are practically the same width



The rounded section of the cheeks contains fatty trasue Ultrasonic waves are irradiated from here, producing echoes to seek out objects in the water in some ways, they're more important sensory organs than the eyes. This rounding of the cheeks is one of the characteristic feetures of the killer whale.



View from above This shows the killer whale furry viewed from aimost directly overhead. The muzzle section is slightly pointed. Be sure to make good use of this kind of sharpness when drawing killer wholes.



View from below From the neck to the lower jaw is nearly complately white. Adding in the lines for the sternocleidomestoid tendons brings out a solid, strong look.

Beastly Hands The transition from hands to fins









Whates and hippos are relatives!?

The ancestors of whales, use using killer whales, fixed on land Looking at the skeleton of a whale, traces of the pelvis remain in the lower body, indicating that there was a time when whales walked on the earth. What kind of creatures were the ancestors of whales before they returned to the oceans? Recent research using DNA analysis has given rise to the prevailing theory that they were a kind of even-toed ungulate who shares a common ancestor with the contemporary hippopotamus.

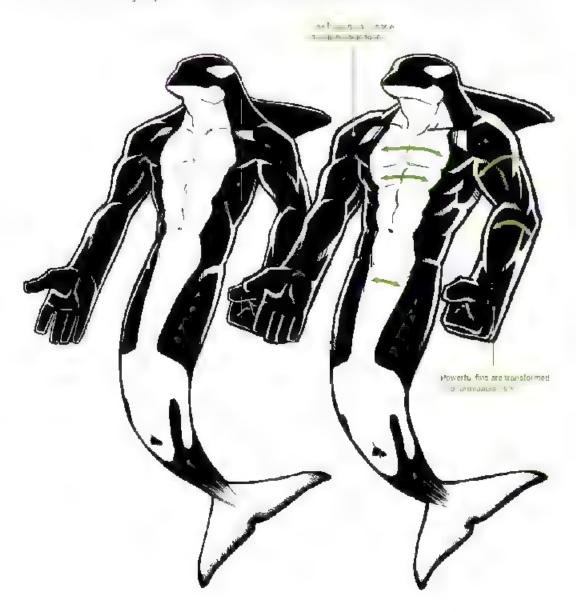
Beastly Feet Transform two legs into a tail fin Human feet Flipper-like feet Here, the legs are close together and have been made The unaitered form of human feet has been played up here Black-and-white killer whale markings on the surface create to look like a marmald's tal.. The regnants of the ankie joint the look of a diving wetsuit create a somewhat rugged, When the logs are together the rough impression feet look like all fins (3) Tai fin. This is practically in the same state as the tail fin of kuller whalse Unlike the joints of the ankles the tall is supple and little creating a curvaceous beauty. Upright-walking whale Only the head section of the killer whale has been played up here, with the body structured to have a strong human build. The marine furties introduced from page 128 priward are based on the upright type.

Animals whose feet have become tail fins

The flipper-like feet in step 2 above closely resemble the hind quarters of actual seals and sea from. Like detaceans, these creatures are mammals that live in the ocean. They are classified as pinnipeds, which means that they are mammals whose imbs have become fins. They are further divided into Phocidae, Otariidae, Odobenidae and so on, and are characterized by their tall, fin-like hind quarters. They can also move around on land.

Marine Furries' Physiques

Use fat and muscle distribution to show the differences

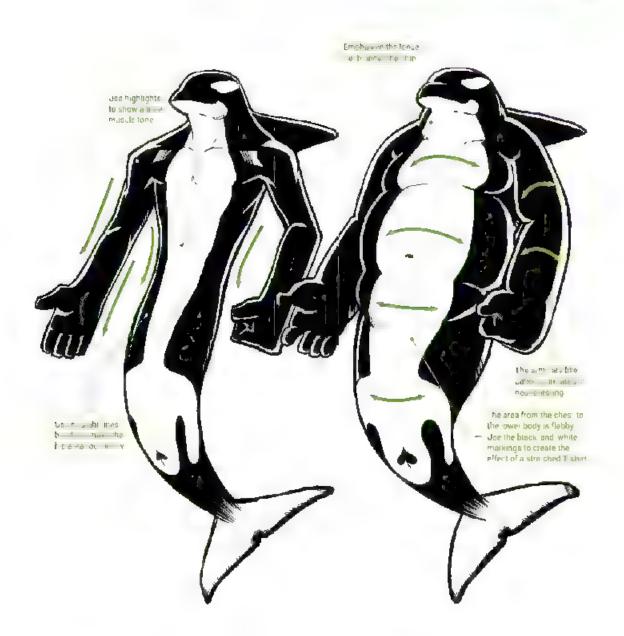


Average

Swimming all day through rough waves, marine furnies fundamentally possess muscular powerful bodies. Furthermore, they're an attractive species thanks to the curves that make them less susceptible to water resistance.

Muscular

Among the arready formidable marine furties, the killer wholes stand out as being particularly muscular and rugged. The pectoral and abdominal muscles are firm and taut. Use highlights on the deltoids and humerus muscles to define the budges.



Slim

Authough a sum build, the thick neck and high shoulders remain as default features, reacting n s slim, powerful body. Don't emphasize the pectoral or abdominal muscles and use straight lines for the arms to create a neat figure.

Plump

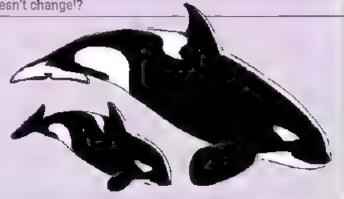
The most uncommon form is a marine furry with an obese build. The entire body takes on a rounded shape as if it's swelled from fat. The best part is the chest, which is twice the width of the shoulders.

Marine Furries' Ages

Draw features to show age differences

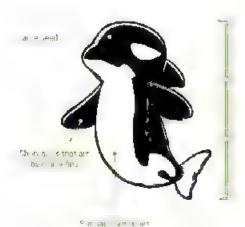
A killer whale's physique doesn't change!?

A newborn killer whale has actually nearly exactly the same build as its parents. This is so it can swim by itself and rise to the surface of the water to breathe immediately after birth, an absolute requirement in order to survive

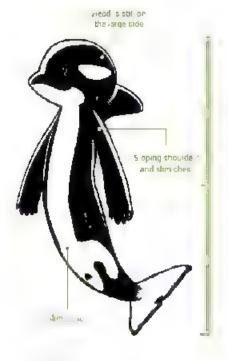


Youth (6~14 years) Standing about five heads tall, the youthful figure has a large head and short neck with sloping shoulders. There's no indication of muscle in the torso, which is formed from straight lines.

nfancy (0: 5 years)
The head is large and the stomach protrudes on an infant figure. The arm sections are depicted as having short fingers, making them practically fins. Try for the aderable look of a tiller whale stuffed toy



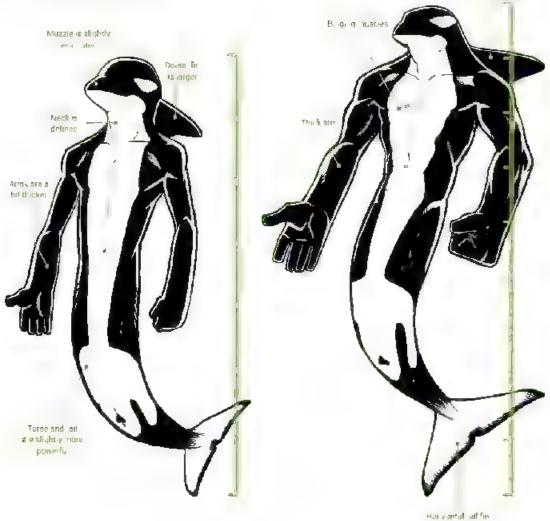
The ages indicated are based on human ages.



Adolescence (15: 19 years) While there are still traces of immaturity in the counded head, the neck area that supports it is well-defined. The area from the shoulders to the arms is thin but has some muscle.

Adulthood (20 years and over)
The thick neck joined directly to the shoulders and the spectacular dorsel fin can be seen as evidence of full maturity. Make the thickness of the arms and size of the hands double those of the youth.

arge dorsal 6



Variation Dolphin



The secret of dolphin skin

Dolphins have tout, clastic skin that is smooth like rubber it's composed of thick skin and fat and greatly assists when swimming at high speed. The skin cells renew extremely quickly approximately once every two hours. Therefore, even when attacked and injured by an enemy dolphins rarely die from bleeding. However, they're very susceptible to dryness and are not able to regulate their body temperature when subjected to direct sunlight for long periods of time, leading to dehydration and heat stroke.

Variation Whale

Mouth

The upper and lower jaws are covered with crusty, scab-like layers of skin. The number of bumps and their shapes differs depending on the individual creature, so make use of them when drawing to distinguish your character.

Eyes

Whales' eyeballs are positioned low and to the back of the head and they're sunken in order to avoid water resistance. They're oriented slightly downward, and they have a wide field of vision in that direction. This is why they appear a bit sleepy.

Whales

These large mammals are built for aquatic life, with front limbs in the form of fine and hind limbs that have atrophied, with the tail's exodermis spreading horizontally like a tail fin. There's a thick layer of fat beneath the skin. Whales can remain underwater for long periods of time but occasionally expose their blowholes on the surface of the water in order to allow air into their lungs. About 80 species of whales are known, including the planet's largest species, the blue whale.

Roay

In order to express the massive size, the body has the form of a chunky inverted triangle. It's packed with strong, firm muscle

Atms

Among the types of whales, some have chest fins that are as long as / of their body length, so make the arms longer and thicker than those of other marine furnies. Add the layers of skin for powerful impact.

Leas

Complementing the chursty body and long arms, the legs are thick and short. Here, the overall look evokes a gorilla s physique.

Baleen whales and toothed whales

Whates can broadly be divided into baleen whates and toothed whates. Toothed whates are characterized by types such as the killer whate, dolphins and sperm whates and have sharp teeth. They prey on fish and other marine mammals. Baleen whates don't have teeth but rather baleens growing from their top jaw that they use to take in yast quantities of sea water and eat the small oreatures it contains, such as krill and small fish. The baleen is an organ that has developed from skin and is found only in whates of this order.

Other Species 0



Shark

Back Fin

Triangular in shape, it's one of the shark's most distinctive features. Like on a killer-whale-based on the back of the head pracing weight on the neck.

Gills

While actual sharks have five glis on either side of the neck, here three seemed right, slits shaped like prescent moons.

F ng

unlike merine mammals (dolphins, whales wic.) sharks are fish, with the protruding fins that come with the part. Here front fins extend into arms, belly fins fan out to the left and right as well as flaring from the oalves and buttocks.

.egs

Here the tall fin has been reinterpreted. A ridged line burges down from the torse Finish the feet off with pointed toes, giving them a tail-like flourish or finish.

Eyes

The eyes are sharp and in a single color with no pupils or other details drawn in. Real sharks have round eyes, but here the section above the eye forms a mound to create the look of eyebrows.

Teeth

The mouth is filled with many teeth that are long and triangular in shape. Stack their randomly in layers as on an actual shark in order to achieve a realistic result.

Shark

Shark is the general term for cartilaginous fish that have gills on the sides of their bodies. They have 5 to 7 sets of gills on their sides. Their bodies are long and siender and they generally have one large and one small dorsal fin. The top section of the vertical tail fin is longer than the lower section. They have several rows of teeth, with new teeth always growing to replace lost ones.

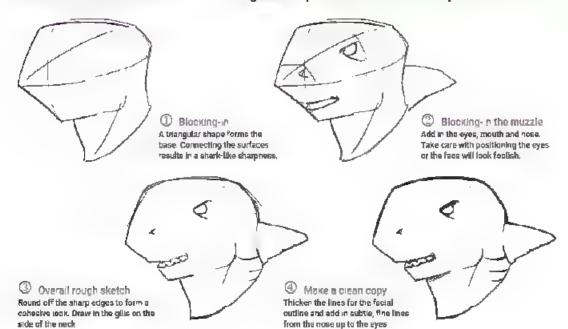
There are around 250 species of shark, and they're found throughout the world's oceans, in the waters around Japan, there are around 150 species including the basking shark, thresher shark, squaliform shark and sawsherk. Some species have also advanced into deep sea areas and freshwater habitats.

There are no man-eating sharks!?

In reality, there are no man-eating sharks that like to attack and eat people. At times when large sharks encounter humans at close range, they mistake them for prey and attack them resulting in accidents. The only sharks that are extremely dangerous are the buill shark, tiger shark and the great white shark. Most sharks eren't dangerous to humans.

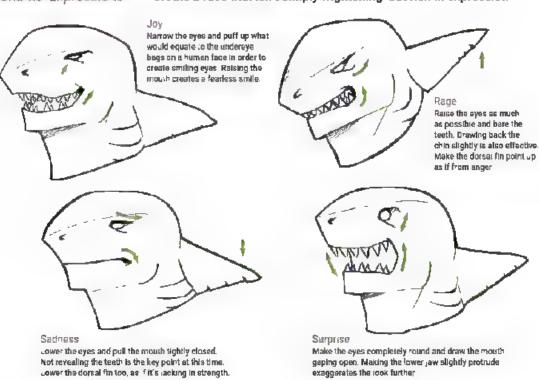
How to Draw a Shark's Face

An angular composition makes for a sharp facial structure



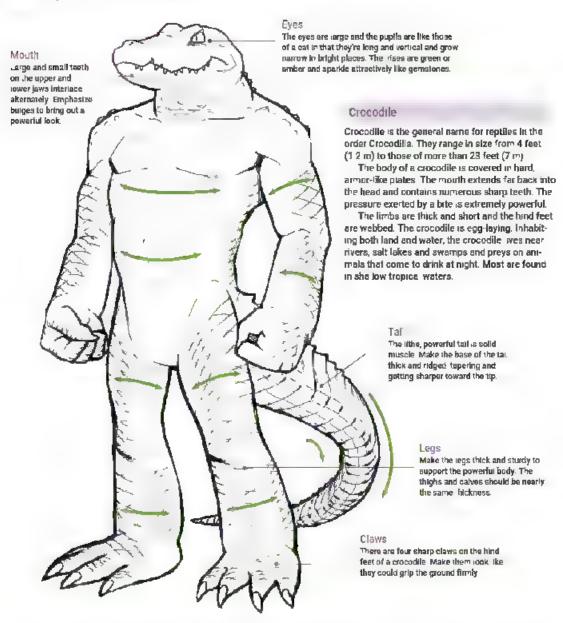
Sharks' Expressions

Create a face that isn't simply frightening but rich in expression



gaping open. Making the lower jaw slightly protrude exaggerates the look further

Other Species Crocodile



P The differences between crocodiles and alligators

Animals of this order can be broadly divided into two species, crocodiles and alligators. Looking at an alligator's mouth from the side, the fourth tooth on the lower jaw fits in under the upper jaw and is not visible from the outside, while the same teeth on a crocodile are on the outside and have a fang-like appearance. In terms of looks, the crocodile has a more ferocious appearance.

How to Draw a Crocod le's Face

The mouth takes up nearly the whole face!? Getting the balance right



Blocking-in
Use an egg-shaped sphere
for the head, connecting
it to a flat, oblong shape
for the mouth. Add the
protruding eyes and chack
the overall balance.



Dlocking-in the muzzle
Draw in the mouth, the key feature of the crocodile furry. Take care with the way the Jaws inter lace. Draw in casts eyes



Overall rough sketch

Add in the teeth. Some come from the upper jaw and others from the lower jaw so make sure to distinguish them as you draw. Add in the creases on the head.



Make a clean copy

Add in scales and creases. Be careful to differentiate the texture of the tough scales toward the back of the head and those around the throat

Crocodiles' Expressions

Give the reptilian face a charming look



Joy Close the eyes to create a smiling appearance. Pulling up the corners of the mouth creates a good-humored smile.



Rage
A crocodile's standard expression is frightening to start with, but raise the eyebrows and the corners of the mouth and widen the eyes to create a look of anger

Sadness

Open the eyes wide and lower the area where the eyebrows would be so that they droop. Lowering the corners of the mosth gives the animal the look of being on the verge of tears



Surpr se
Open the mouth beyond
its widest limits. Make
the syes big and open
wide, with the pupils
rendered as mere dota.
As the saying goes in
Japanese to express
surprise: "the eyes turned
to dots."





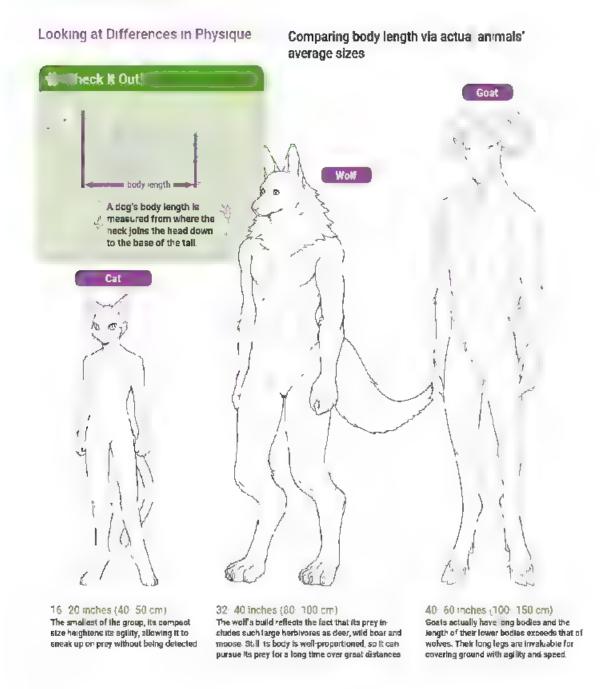


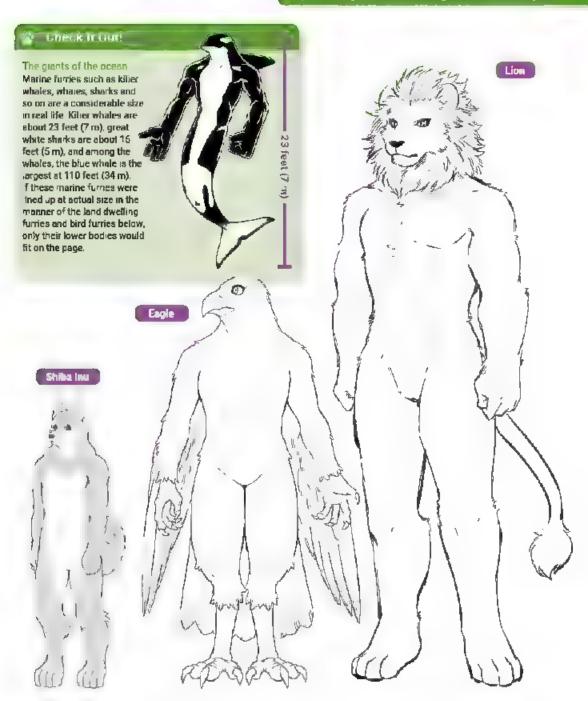
Furry Fine Points: Telling Your Characters Apart



Comparison of Actual Heights

Until this point, all the furries in this book have been presented at a uniform size in this chapter, we'll compare the average sizes of the animals used as models for the furries. Whether to make all the animals the same size or to draw them to reflect their actual size is an important factor when creating characters.





15-20 inches (40-50 cm)

A medium-sized dog is about half the size of a worf. These dogs were used since olden times in mountainous regions assist in catching birds, rabbits and other small animals, and their size reflects this

90 40 inches (80-100 cm)

An actual bald eagle's wing span is more than 6% feet (2 m). As the legs have been made longer on the furry figure, the head to body ratio is on the higher side

65: 75 inches (170: 190 cm)

The lion is the largest in this line-up. While it remains massive even when it is a furry, its head to body ratio is well-balanced

Limbs and Appendages

The form of the hands and feet alter a great deal depending on the degree of evolution and on the surrounding environment. Here, all kinds of hands and feet have been divided them into four categories depending on the number of digits and the mode of walking.

Plantigrade

This means to walk on the soles of the feet, including the heels. As all five digits and the entire sole of the foot touch the ground, there's a sense of stability when standing. Then again, this sn't suitable for covering ground rapidly. When running, the heel's raised.

Digit grade

This refers to walking on the tips of the toes with the heals raised off the ground. The four digits make contact with the ground to enable fast running. At the same time, such feet also allow for detailed movement such as quiet stalking of prey and making sharp turns.

Unguligrade \ ,

This refers to walking with the heel raised and only the hooves at the end of the digits touching the ground. The two digits strike the ground powerfully, allowing these animals to run even faster than digit.grades.

Fins

As estaceans came to live underwater they lost the need for legs to support their bodies, which is why their forelegs evolved into fins. The fin appears to be a single unit, but there are five digit bones that are remnants of when the animals lived on land.



Comparing Tails

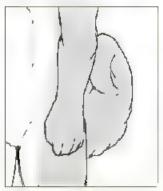
Talls have various roles such as conveying emotion, providing a counterweight with which to maintain balance when running and steering when changing direction. Let's look at the differences in appearance of canine and feline tails.



Structure of the tail

The tail contains caudal vertebrae, which are constructed from multiple bones. There are many muscles around the vertebrae, which enable various movements when they're contracted.

Canine tails



The curled-back tail of a shiba in u Work on the springy rounded look.



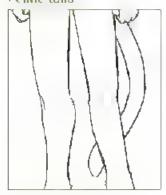
The volum hous drooping tall of a wolf

Add just a few lines to show the flow of the fur



The fluffy fur of a fox's tal Make the fur spring out in some places

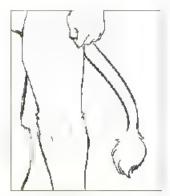
Feline tails



The stender, lithe tail of a cat Make it face up or down, or even make it loop around.



The strong, powerful tail of a tiger Change the markings of the fur for a different look.



A fuft of fur at the tip of a on's tail

We fun to make only the ends of the fur move.

How to Draw It

Here, the dynamic, stylish physique of the furries has been reworked and transformed into the adorable chibi style. Consider how a furry youth would alter by looking at the omissions in the bone structure and the changes in physical proportions.

Chibi Tricks Reflect characters' defining features in the chibi version

Here's a chibi furry with a slender build and tufts of hair on its head. The characteristics of tall furries and chibi beasts differ significantly. Let's find the different parts, using a tuxedo cat as a model.



Considering the Chibi Physique

Apply chibi techniques to the blocks that make up the body







Make a clean copy Apply color to complete the work. Add highlights to the bangs to bring out leater. This makes the bangs stand out from the rest of the fur.



Before applying chibi techniques, this is the only fur on the head. Highlights are also low-key.

Steps to the Cover Illustration

The cover illustration shows furries wearing clothes. Here, we look at the process and little tricks for drawing an origina, illustration, as well as revealing the illustration that unfortunately didn't make the cut.



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Madakan's

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